

# **GRADED GO PROBLEMS FOR BEGINNERS**

**VOLUME FOUR**

**ADVANCED PROBLEMS**

**by**

**Kano Yoshinori 9-dan**

**The Nihon Ki-in**

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## Preface

This is the fourth and final volume of the series *Graded Go Problems for Beginners* and is aimed at the 10- to 15-kyu player. The problems here are more difficult than the ones in volume three and if you could solve problems of the same level of difficulty during your own games, your strength would be higher than 10-kyu.

The answers to many of these problems are a bit terse, but we are assuming that that many of the elementary tactics covered in the first three volumes have been learned by the reader. One reason for the brevity of the answers is to encourage the readers to think out all the other possible variations and to assure themselves that the solutions presented do lead to the desired result. The reader should attempt to 'refute' the correct answer until he knows beyond a doubt that the correct answer does in fact work. By pondering each problem in this way, the reader will develop an instinct for finding the winning move in his games.

Kano Yoshinori 9-dan  
March 1990

# Glossary

*atari* — check, i.e. a move threatening to capture on the next move.

*dame* — neutral points which profit neither Black nor White.

*dan* — rank given to players to indicate their strength at the game. When a player's strength improves after attaining the rank of 1-kyu, he is promoted to amateur 1-dan and as he becomes stronger, the numerical value of his *dan* increases. The top amateur dan rank is usually 6-dan. The professional dan ranks start at 1-dan and go up to 9-dan, which is the highest rank attainable. A professional 1-dan is usually about two stones stronger than an amateur 6-dan. See *kyu*.

*double atari* — giving atari to two different stones or groups of stones at the same time.

*eye* — a point on the board which is surrounded by stones of the same color.

*ko* — a shape in which your stone is captured but it is illegal to retake the capturing stone even though you can occupy all of its liberties.

*kyu* — a rank given to players to indicate their strength at the game. Beginners are arbitrarily classified at 30-kyu and as they become stronger, the numerical value of their *kyu* decreases. For example, 15-kyu is stronger than 20-kyu. See *dan*.

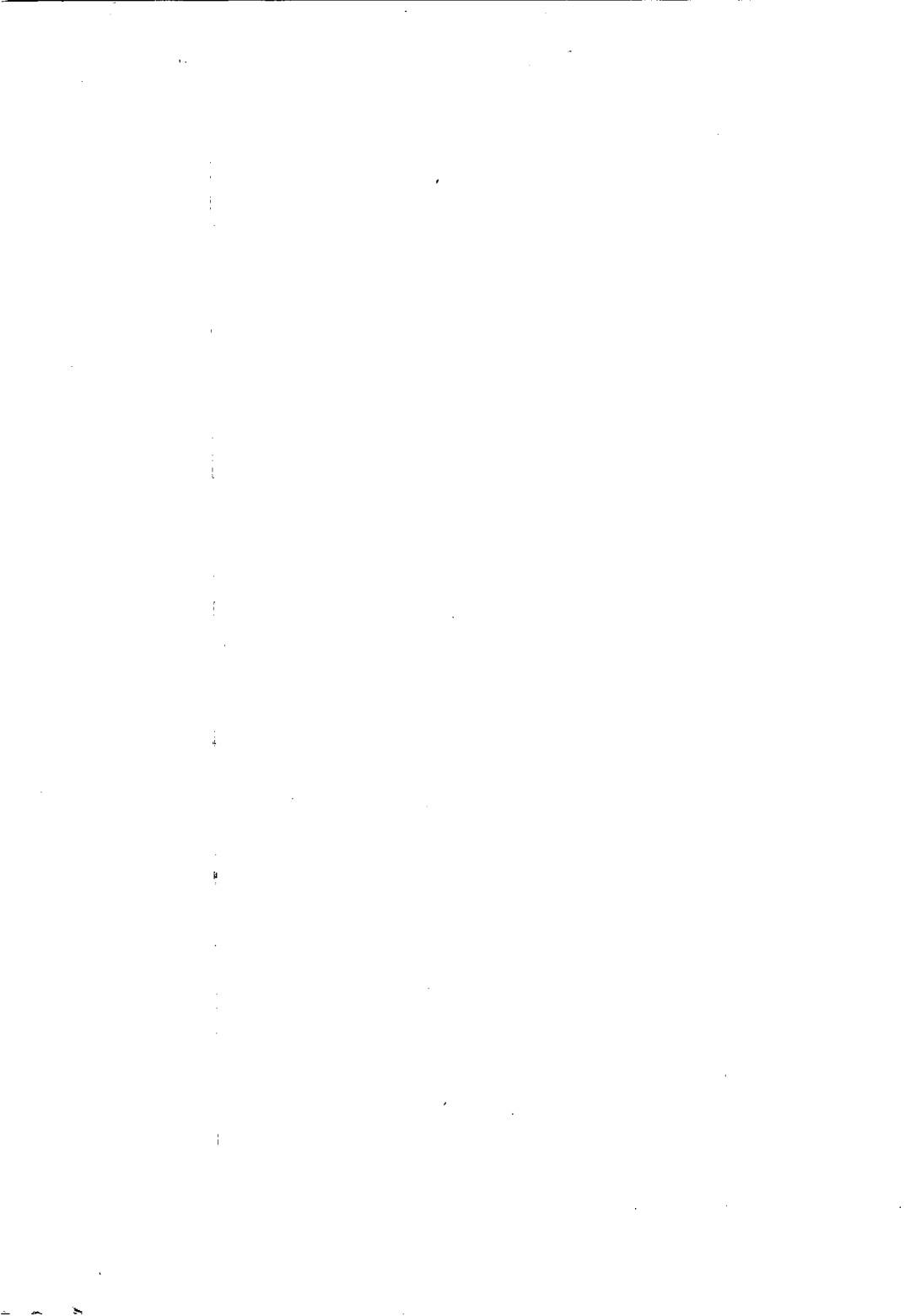
*nakade* — a large eye-space which, by skillful play, can be reduced to a single eye. (See explanation on page 222 of volume one of this series.)

*oiotoshi* — a move which gives atari to a group of stones in such a way that no matter how one defends, the group will still be in atari.

*oshitsubushi* — a shape in which you give atari to two or more of your opponent's stones in such a way that he cannot defend against this atari without committing suicide.

*seki* — an impasse or stalemate between groups: if one side tries to attack the other side's group, his own group is put into atari and dies. Therefore, neither side can attack or attempt to atari.

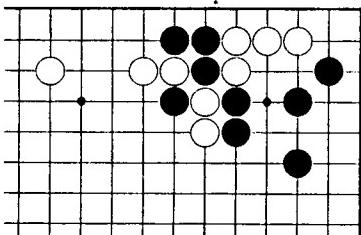
*snapback* — a tactic in which one stone is offered as a sacrifice and if it is taken, the capturing stones are in turn captured.



# **ADVANCED PROBLEMS**

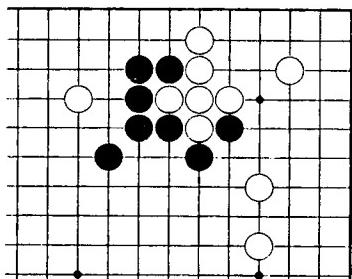
## **LEVEL ONE**

## SECTION 1. MIDDLE-GAME PROBLEMS



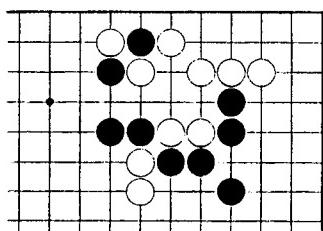
*Problem 1. Black to play.*

How should Black play to rescue his three stones at the top? All ladders are favorable for Black.



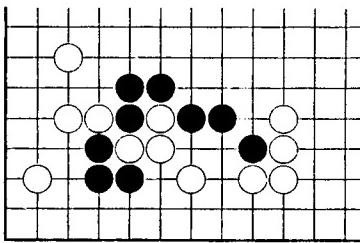
*Problem 3. Black to play.*

How should Black connect to ensure that the white groups at the top and bottom remain separated?



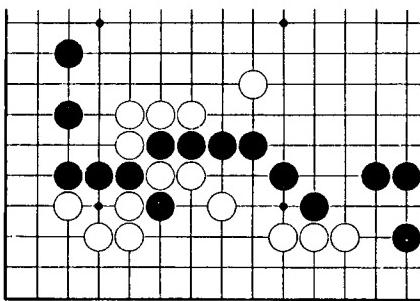
*Problem 5. Black to play.*

Black has to give up a stone at the top. What is the best way to sacrifice it?



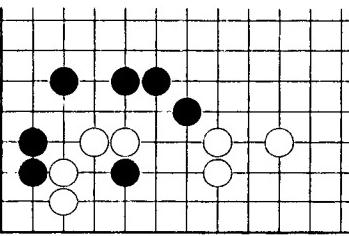
*Problem 2. Black to play.*

Black has a tesuji which enables him to capture three white stones.



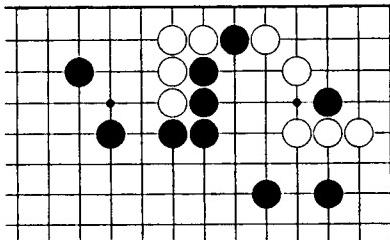
*Problem 4. Black to play.*

Black has a tesuji which will enable him to capture two white stones. Black's first move is important.



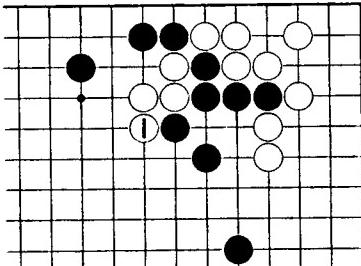
*Problem 6. Black to play.*

What is the best way to invade White's territory?



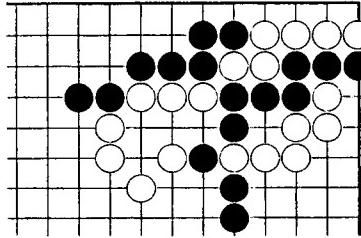
*Problem 7. Black to play.*

Black has a tesuji by which he can either rescue his isolated stone in the corner or prevent White from linking up his four at the center top.



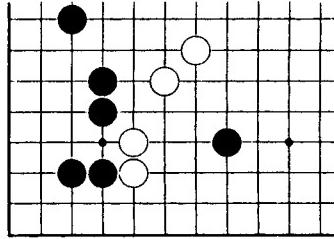
*Problem 9. Black to play.*

How should Black answer White 1? Black should mainly think about defending the shape of his own stones.



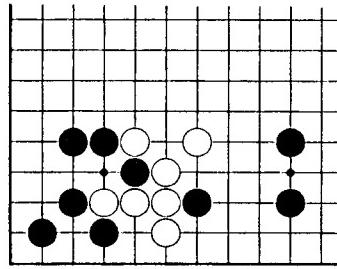
*Problem 11. Black to play.*

Seven black stones are about to be cut off. Save them by sacrificing a stone.



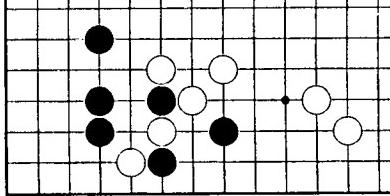
*Problem 8. Black to play.*

Where is the vital point that robs White's stones of their base? Black best move is one that makes good shape.



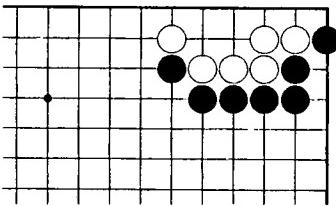
*Problem 10. Black to play.*

There is a black stone in atari. Should Black think about saving this stone or sacrificing it?

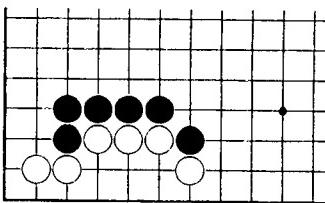


*Problem 12. Black to play.*

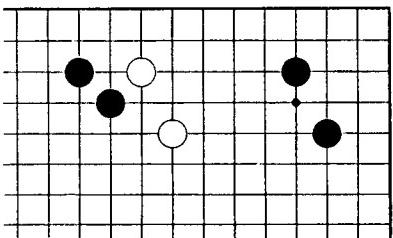
How can black link up his stones on the right to the ones in the corner? Don't let this situation turn into a ko.



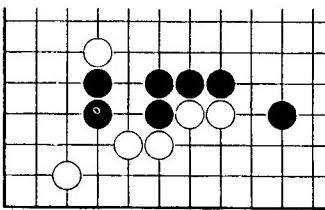
*Problem 13. Black to play.*  
How should Black play in this position?



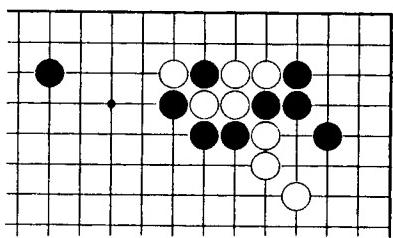
*Problem 14. Black to play.*  
How should Black play?  
Note the similarities and differences between this position and that of Problem 13.



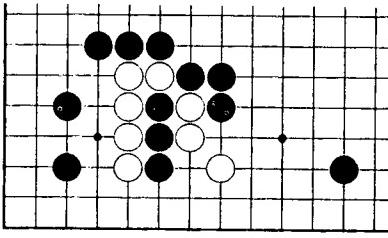
*Problem 15. Black to play.*  
How should Black attack?  
You must play a move that robs White of his base.



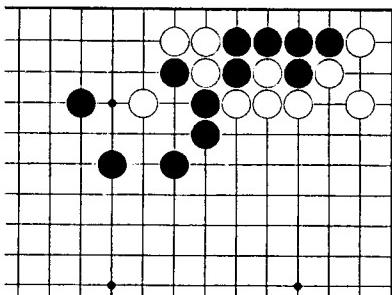
*Problem 16. Black to play.*  
Two white stones are short of liberties. Attack them by striking at the vital point.



*Problem 17. Black to play.*  
Black's three stones on the outside are weak. Your task is to destroy White's eye shape while eliminating the weakness of these three stones.

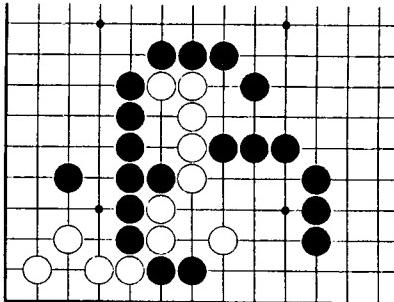


*Problem 18. Black to play.*  
Save Black's three endangered stones. You must utilize the one black stone on the right.



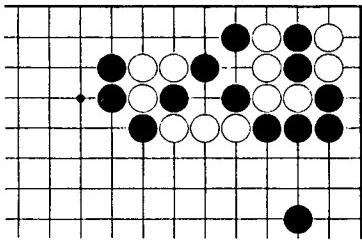
*Problem 19. Black to play.*

By using a 'squeeze' tesuji, you can capture the three white stones at the top and rescue six of Black's.



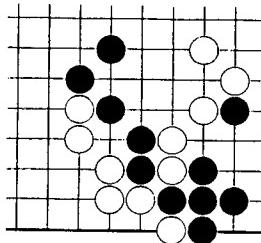
*Problem 20. White to play.*

White must save all of his surrounded stones as well as capture the two black stones at the bottom.



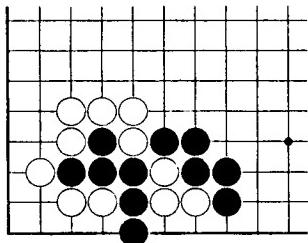
*Problem 21. Black to play.*

How should Black atari the three white stones at the top?



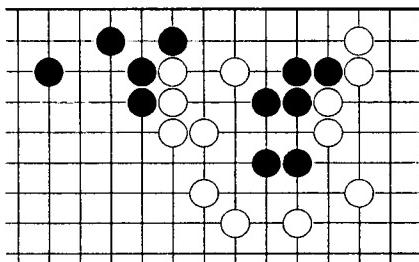
*Problem 22. Black to play.*

The black stones in the corner can live in sente.



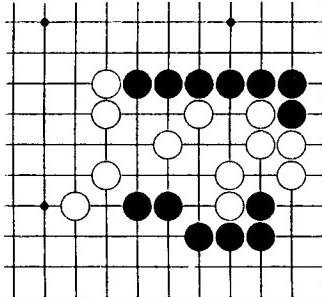
*Problem 23. Black to play.*

Black can capture the three white stones on the right in sente by sacrificing a stone.



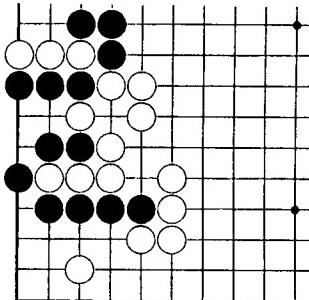
*Problem 24. Black to play.*

How should Black play so as to link up his two groups of stones?



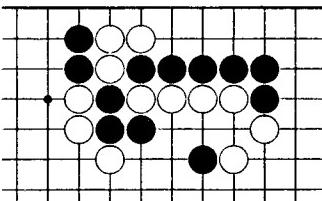
*Problem 25. Black to play.*

How should Black play so as to cut off six white stones from the center?



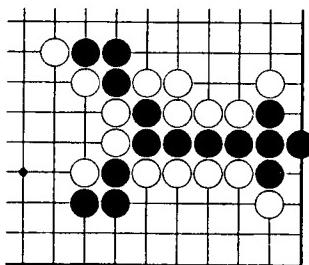
*Problem 26. Black to play.*

How should Black play so as to link up all his stones?



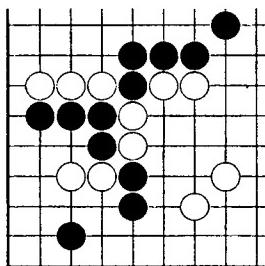
*Problem 27. White to play.*

How should White play so as to capture three black stones? White's second move is important.



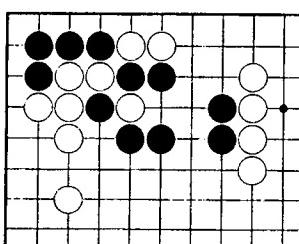
*Problem 28. Black to play.*

Black has to capture two white stones to rescue his nine stones on the right.



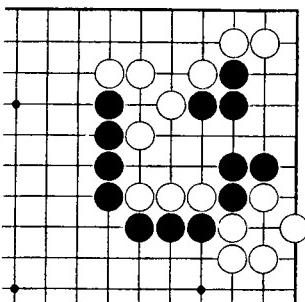
*Problem 29. Black to play.*

Black has to capture two white stones to save his four on the left.



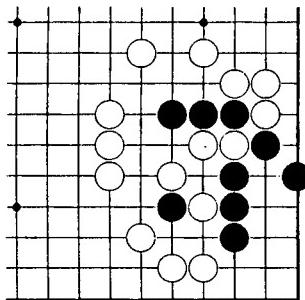
*Problem 30. Black to play.*

Capture White's two stones at the top and rescue the four black ones in the corner.



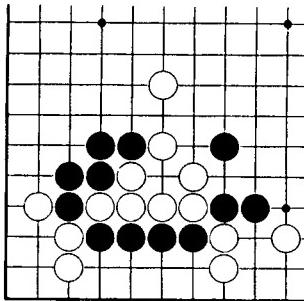
*Problem 31. Black to play.*

By sacrificing two stones,  
Black can capture three of  
White's in the center.



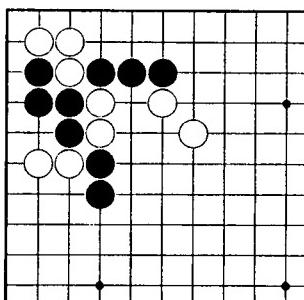
*Problem 33. Black to play.*

Capture two white stones  
and rescue the three isolated  
black stones in the center.



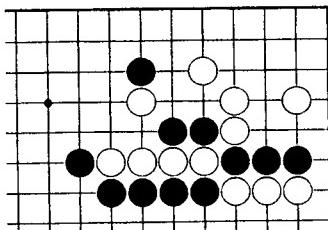
*Problem 32. Black to play.*

Capture six white stones.



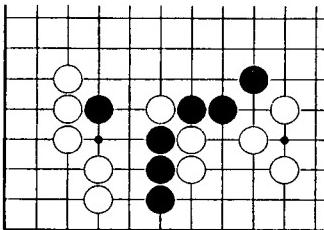
*Problem 34. Black to play.*

Black can link up his stones  
by capturing two white ones.



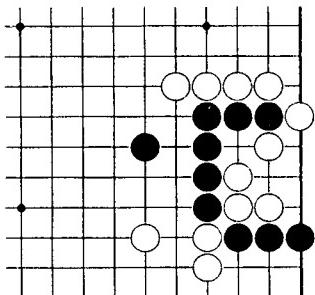
*Problem 35. Black to play.*

Capture the four white  
stones in the center.



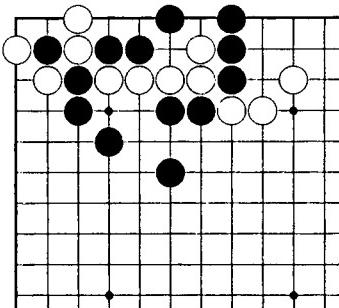
*Problem 36. Black to play.*

Black must capture a white  
stone to link up all of his.



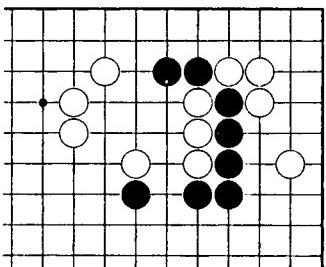
*Problem 37. Black to play.*

Black can rescue his three stones in the corner by capturing three of White's.



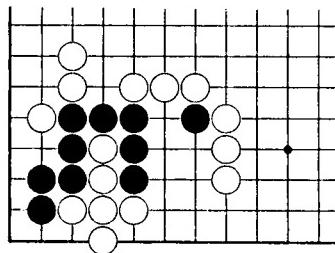
*Problem 38. White to play.*

How should White play so as to capture the black stones at the top?



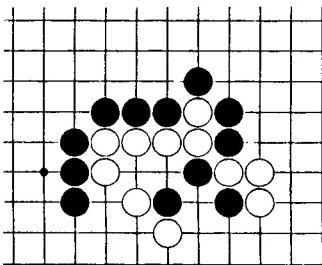
*Problem 39. Black to play.*

How should Black play so as to capture three white stones and rescue two of his own at the top?



*Problem 40. Black to play.*

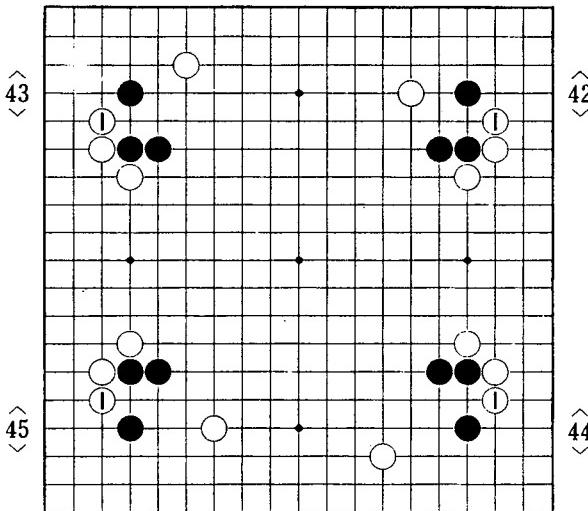
Black to capture six white stones.



*Problem 41. Black to play.*

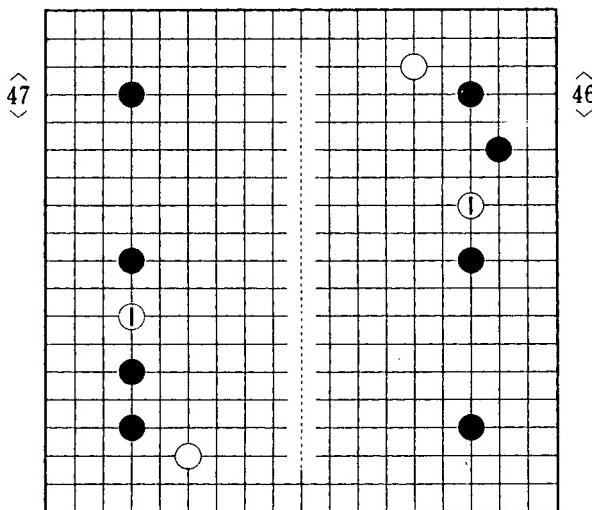
Black to capture six white stones.

### SECTION 3. OPENING PROBLEMS



*Problem 42, 43, 44, 45. Black to play.*

In each of these corner position, White has played 1.  
How should Black respond in each case?



*Problem 46 & 47. Black to play.*

These two positions often arise in 6-stone handicap games.  
How should Black answer White 1 in each?

*Problem 48.*

*Black to play.*

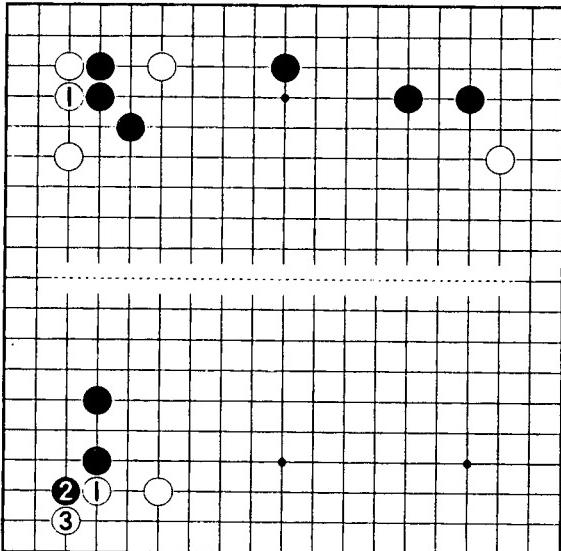
White has just played 1. How does Black respond?

This comes from a standard double-approach-move jōseki.

*Problem 49.*

*Black to play.*

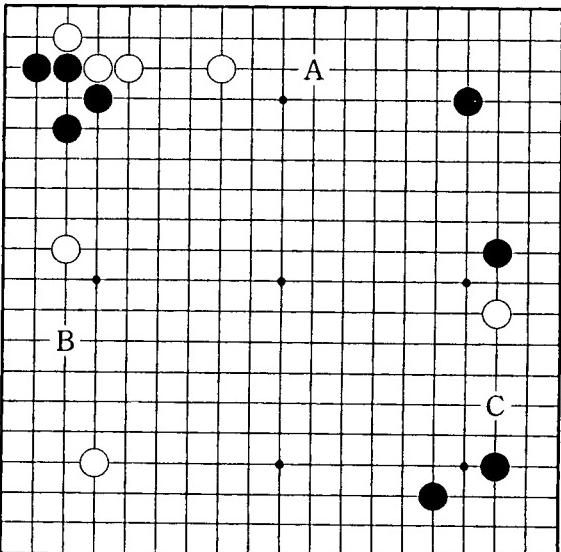
How does Black respond to White 1 and 3?



*Problem 50.*

*White to play.*

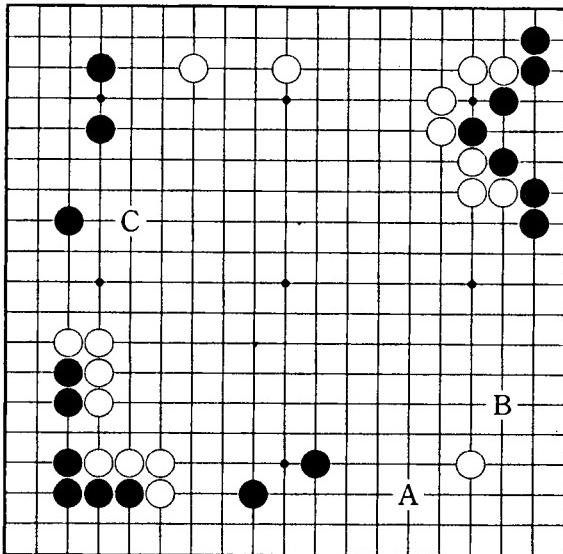
The points A, B, and C are all two-space extensions? Which is the proper choice in this position?



*Problem 51.*

*Black to play.*

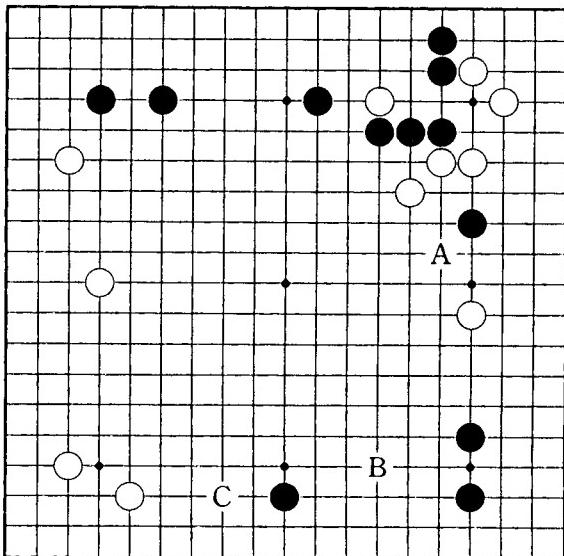
From the three choices A, B, and C, which one is best?  
Hint: Are the two black stones at the bottom secure?



*Problem 52.*

*White to play.*

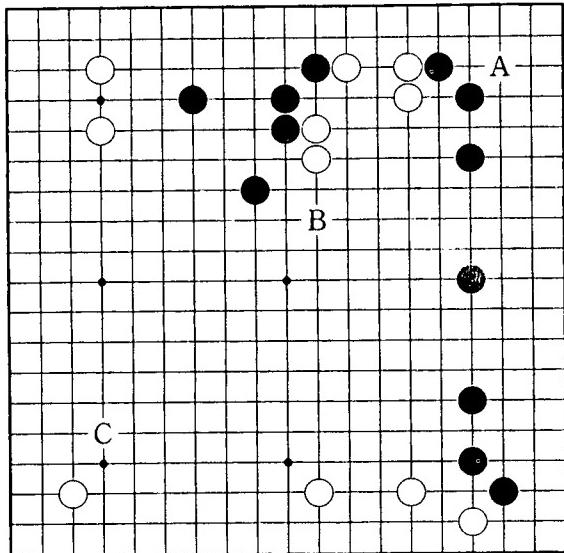
White A, B, or C.  
Which one is the correct choice?



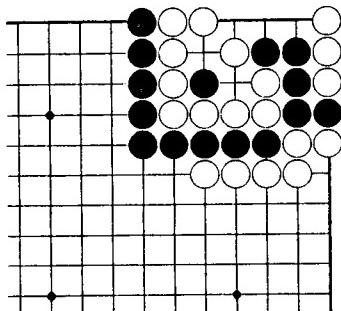
*Problem 53.*

*White to play.*

White A, B, or C? Which one is the best move?



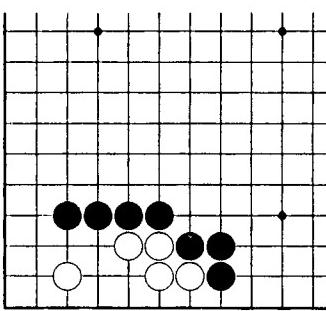
### SECTION 3. LIVING GROUPS AND DEAD GROUPS



*Problem 54.*

*Black plays, White dies.*

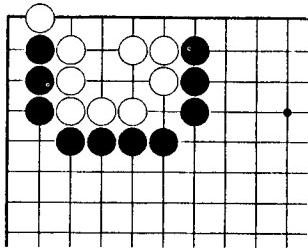
A big-eye space versus a small-eye space. One move seals the fate of the thirteen white stones at the top.



*Problem 55.*

*Black plays, White dies.*

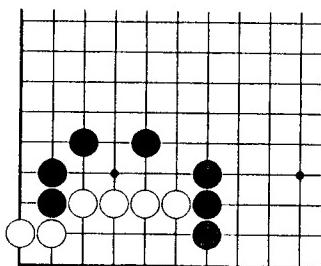
White can't make two eyes.  
Kill all the white stones.



*Problem 56.*

*Black plays, White dies.*

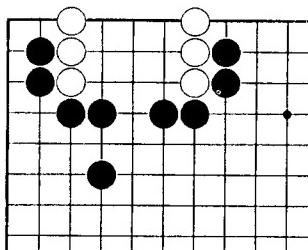
Black can kill all the white stones, but be careful of seki.



*Problem 58.*

*Black plays, White dies.*

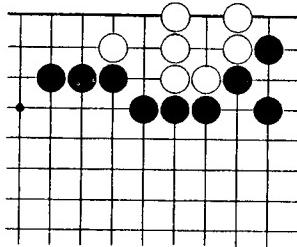
The first move seals the fate of the white stones.



*Problem 60.*

*White to play and live.*

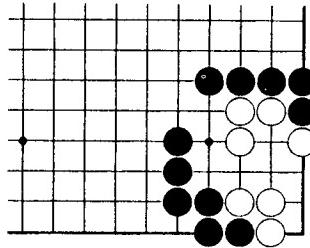
In a symmetrical position, play in the center. But which center point?



*Problem 57.*

*Black plays, White dies.*

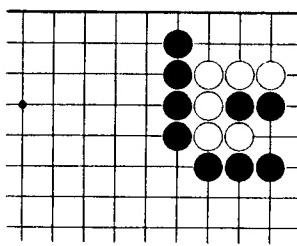
By sacrificing a stone, Black can create a false eye on the left.



*Problem 59.*

*Black plays, White dies.*

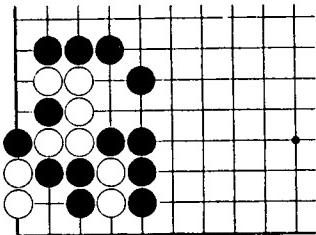
Kill the white stones unconditionally.



*Problem 61.*

*White to play and live.*

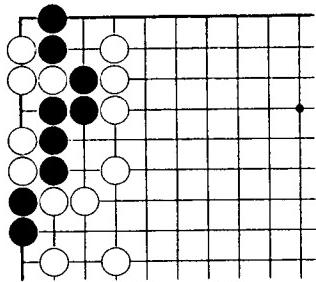
White can't capture two black stones until he has played on the vital point.



*Problem 62.*

*White to play and live.*

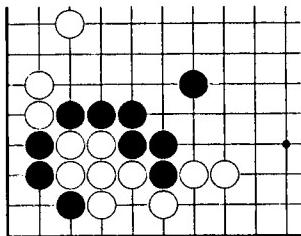
If White makes an eye in the corner, he can live.



*Problem 64.*

*Black to play and live.*

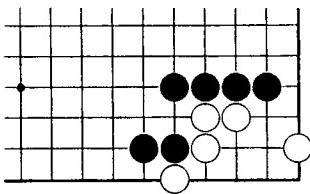
To live, Black has to capture the three-stone and two-stone group at the same time.



*Problem 66.*

*Black to play and live.*

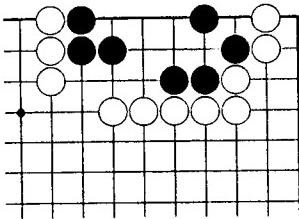
By threatening to capture White by a shortage of liberties, Black can get two eyes for his stones in the corner.



*Problem 63.*

*White to play and live.*

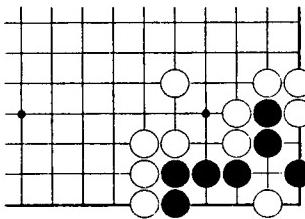
With one move, White can make an eye in two places.



*Problem 65.*

*Black to play and live.*

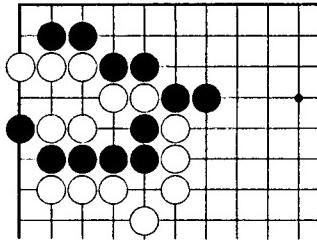
By playing on the vital point, Black can immediately secure life.



*Problem 67.*

*Black to play and live.*

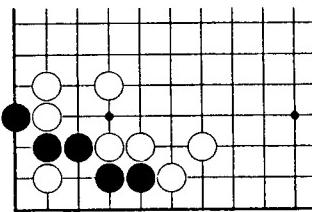
The only way that Black can live is to create the ‘under-the-stones’ tesuji.



Problem 68.

*Black plays and kills White.*

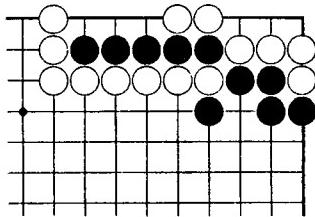
By sacrificing a stone, Black can kill all the white stones in the corner.



Problem 70.

*Black to play and get a ko.*

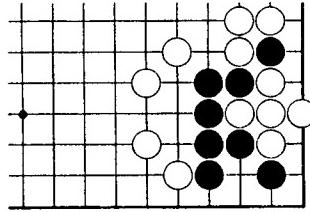
The only way Black can live is to create a ko.



Problem 69.

*Black plays and kills White.*

Black can unconditionally kill the white stones in the corner.

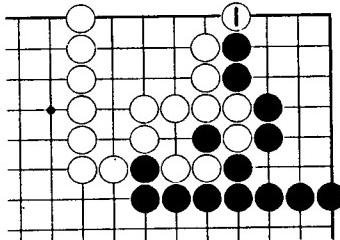


Problem 71.

*Black to play and get a ko.*

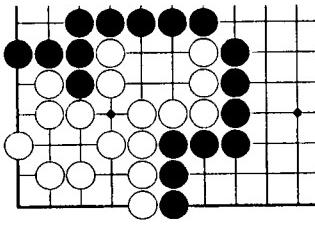
If Black gets a ko, he will have succeeded.

#### SECTION 4. ENDGAME PROBLEMS



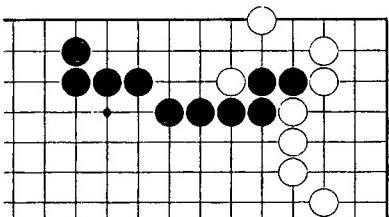
Problem 72. *Black to play.*

White has just played 1. Taking into account the corner and the two white stones in atari, what is the best way for Black to play.



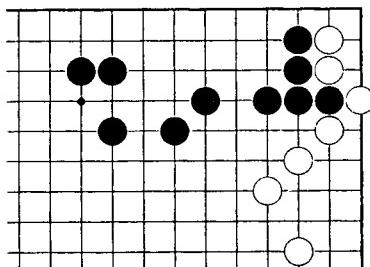
Problem 73. *Black to play.*

There are two endgame points remaining. What is the most profitable way for Black to play?



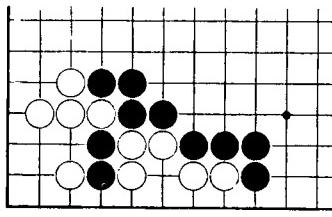
*Problem 74. Black to play.*

What is the most profitable way to stop the white intrusion at the top?



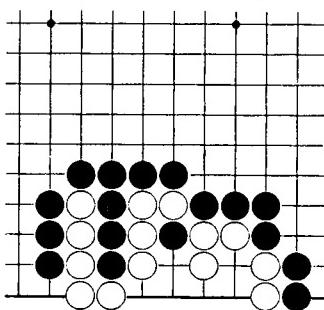
*Problem 76. White to play.*

How should White play in the corner for maximum gain?



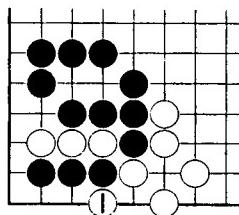
*Problem 75. Black to play.*

What is the best way to reduce White's territory?



*Problem 77. Black to play.*

There is a way that Black can capture the five white stones on the left.



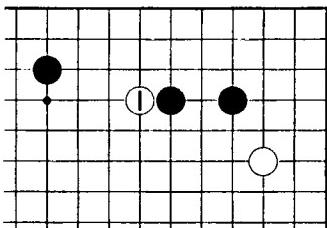
*Problem 78. Black to play.*

Assuming that there is no other more profitable points on the board, what is the best way for Black to respond to White 1?

# **ADVANCED PROBLEMS**

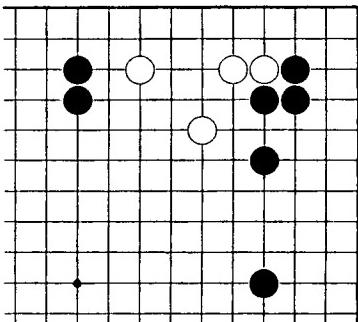
## **LEVEL TWO**

## SECTION 1: MIDDLE GAME PROBLEMS



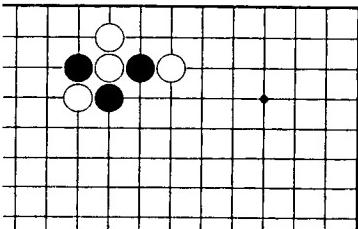
*Problem 79. Black to play.*

When White attaches with 1, there are three standard responses. What are they?



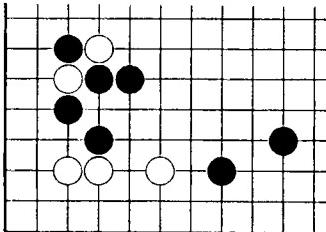
*Problem 81. Black to play.*

Black can profitably attack the white stones. Your aim should be to catch a stone.



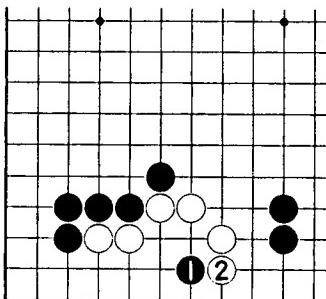
*Problem 83. Black to play.*

All the ladders are in Black's favor. What is his best move in this position?



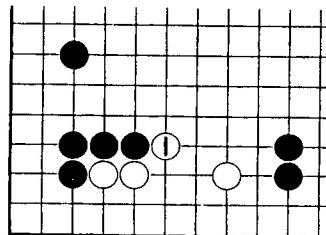
*Problem 80. Black to play.*

There is a good way to put pressure on the three white stones in the corner. Can you find it?



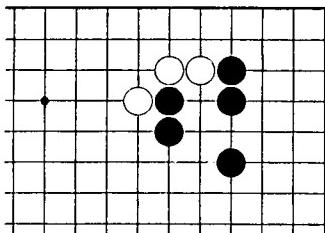
*Problem 82. Black to play.*

The exchange of 1 for 2 has just taken place. Black now has a good follow-up tesuji.



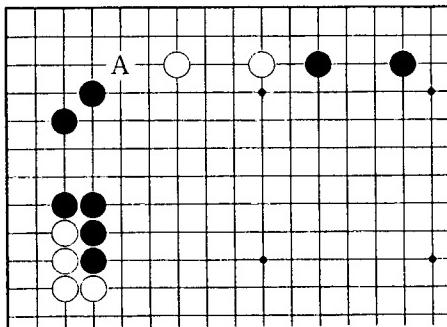
*Problem 84. Black to play.*

After White 1, how does Black keep up the pressure?



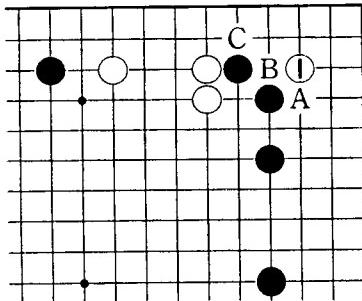
*Problem 85. Black to play.*

How does Black attack the three white stones?



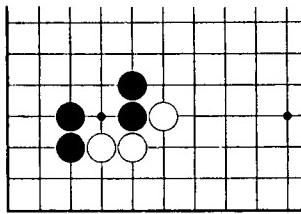
*Problem 87. Black to play.*

There is a stronger way than playing at A to attack White's stones at the top.



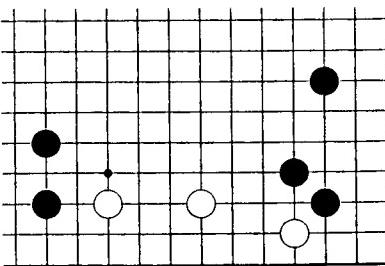
*Problem 89. Black to play.*

At which point — A, B, or C — should Black respond to White 1?



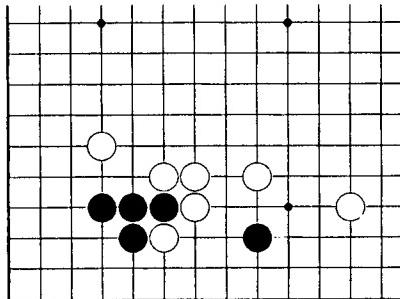
*Problem 86. Black to play.*

How does Black attack in this position? Is there any difference between this position and the one in Problem 85?



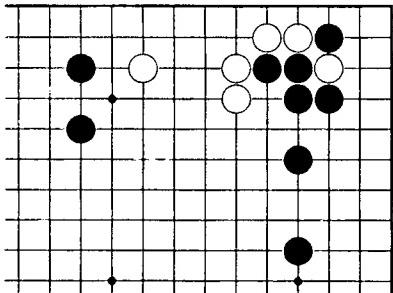
*Problem 88. Black to play.*

White's large-knight extension is a bit thin. Where should Black attack?



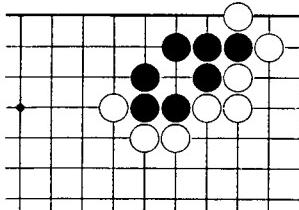
*Problem 90. Black to play.*

Black wants to link up his isolated stone to the ones on the left. How does he do this?



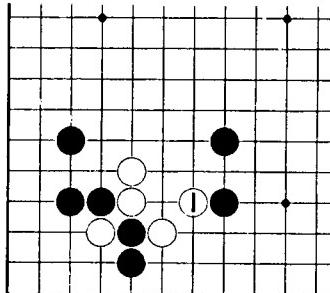
*Problem 91. Black to play.*

White's stones are vulnerable. How does Black attack them?



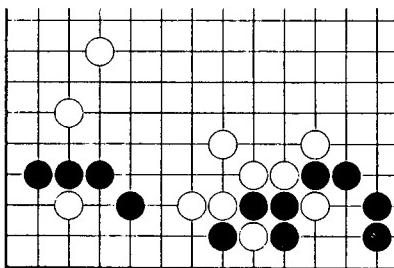
*Problem 93. White to play.*

How does White put pressure on the black stones?



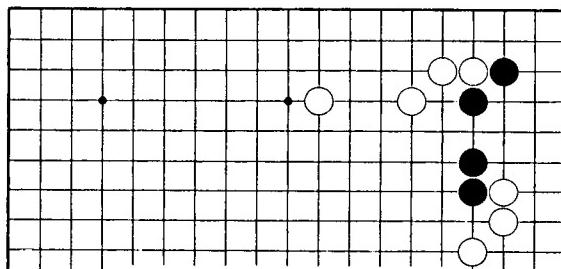
*Problem 92. Black to play.*

How does Black respond to White 1?



*Problem 94. White to play.*

White must first squeeze the black stones to the right. Then he can effectively attack Black's stones in the corner.



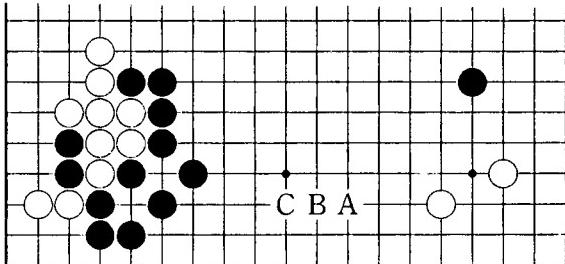
*Problem 95. Black to play.*

Black has to defend his corner. What is the best way for him to make eye shape?

*Problem 96.*

*Black to play.*

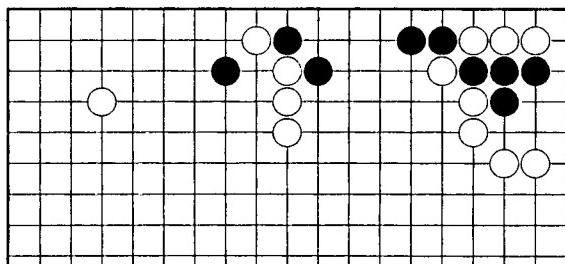
Which of the three points — A, B, or C — should White play? Keep in mind Black's thick position on the left.



*Problem 97.*

*Black to play.*

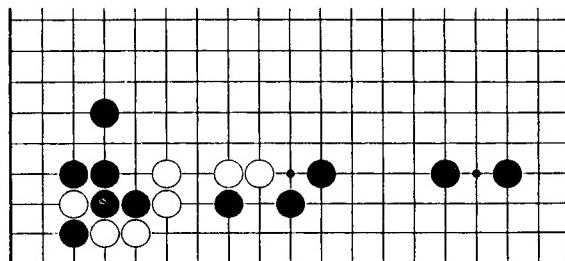
Black has to connect his two stones in the top center. When he does so correctly, he will have two cutting points to aim at.

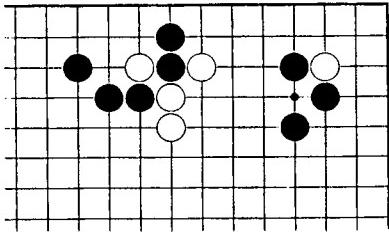


*Problem 98.*

*Black to play.*

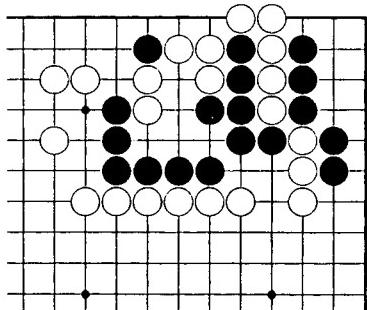
Black has to defend his position at the bottom center? How can he do this in sente?





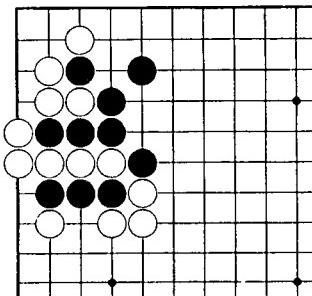
*Problem 99. White to play.*

How should White play so as to create a double threat?



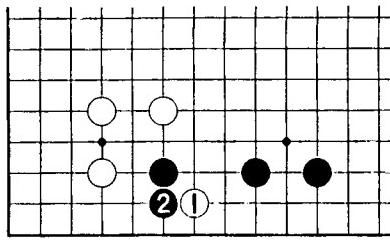
*Problem 101. Black to play.*

If Black can capture White's five stones on the top right, he can save his center stones.



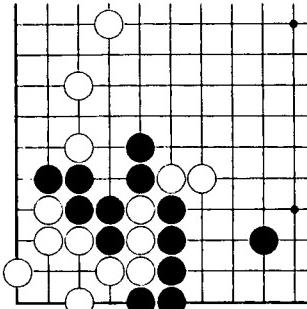
*Problem 103. Black to play.*

By sacrificing a stone, Black can capture five white ones and save three of his own.



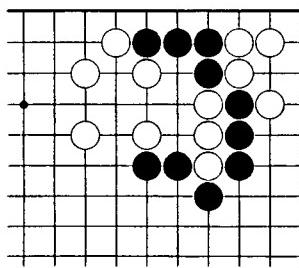
*Problem 100. White to play.*

What is White's follow-up after Black plays 2? You have to sacrifice two stones.



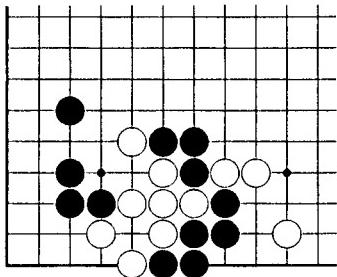
*Problem 102. Black to play.*

How can Black capture four of White's stones in the corner?

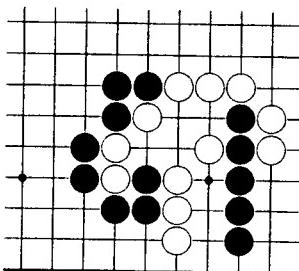


*Problem 104. Black to play.*

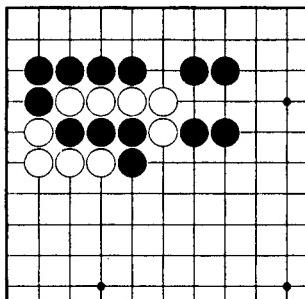
Black can capture three white stones and rescue his four at the top.



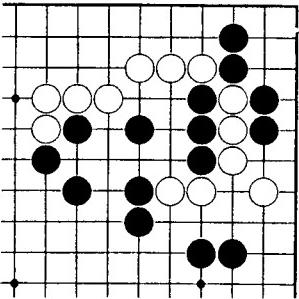
*Problem 105. Black to play.*  
Unconditionally capture  
White's stones on the left.



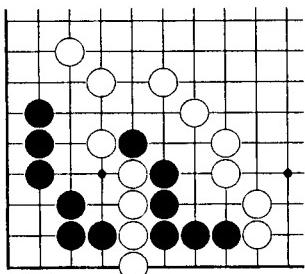
*Problem 106. Black to play.*  
Cut off and capture  
White's three stones at the  
bottom.



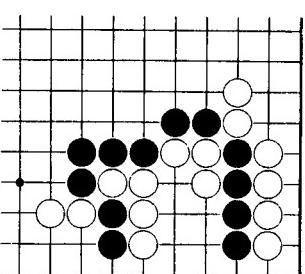
*Problem 107. White to play.*  
Capture four black stones.



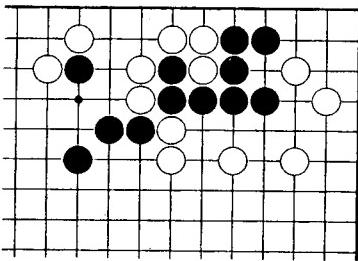
*Problem 108. White to play.*  
Capture three black stones.



*Problem 109. Black to play.*  
Cut off and capture  
White's four stones at the  
bottom.

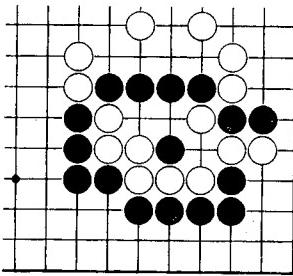


*Problem 110. Black to play.*  
Black can capture three  
white stones and rescue four  
of his own on the right.



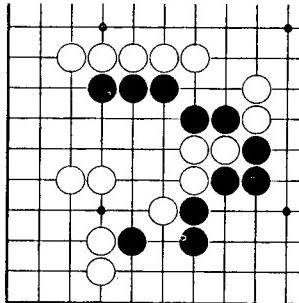
*Problem 111. Black to play.*

Black can capture three white stones and rescue his eight in the corner.



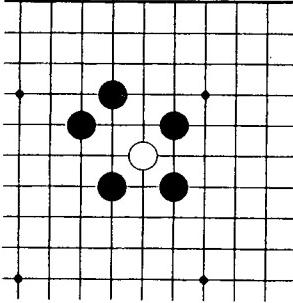
*Problem 112. Black to play.*

Rescue the four black stones in the center.



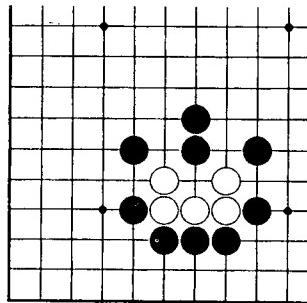
*Problem 113. Black to play.*

Capture three white stones in the center.



*Problem 114. White to play.*

The white stone is completely surrounded, but it can still escape.



*Problem 115. White to play.*

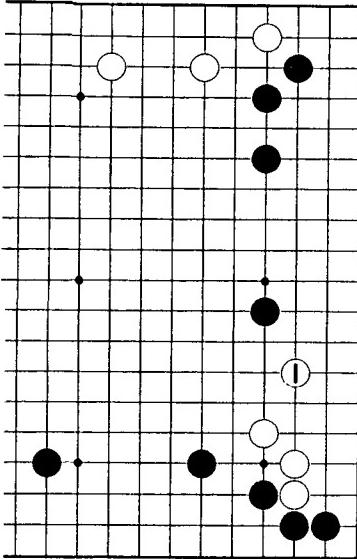
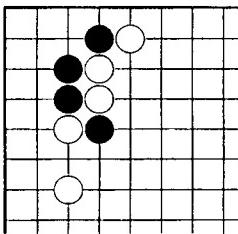
The five white stones here can also escape.

## SECTION 2. OPENING PROBLEMS

*Problem 116.* →

*Black to play.*

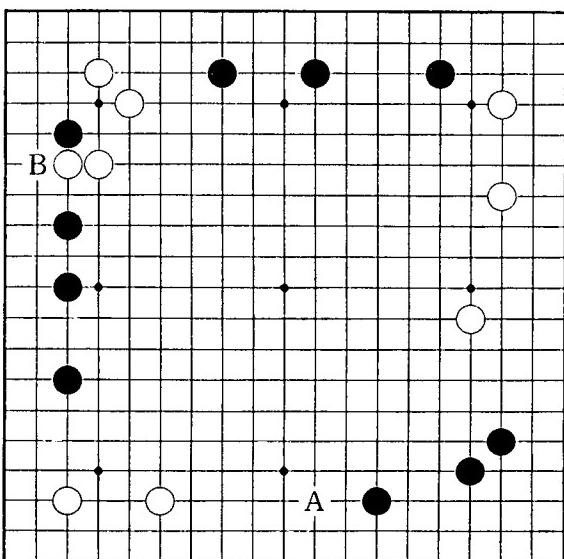
How should Black attack the white group on the right after White has played 1?



*Problem 117.*

*Black to play.*

White's shape is a bit unsatisfactory. How does Black attack?



*Problem 118.*

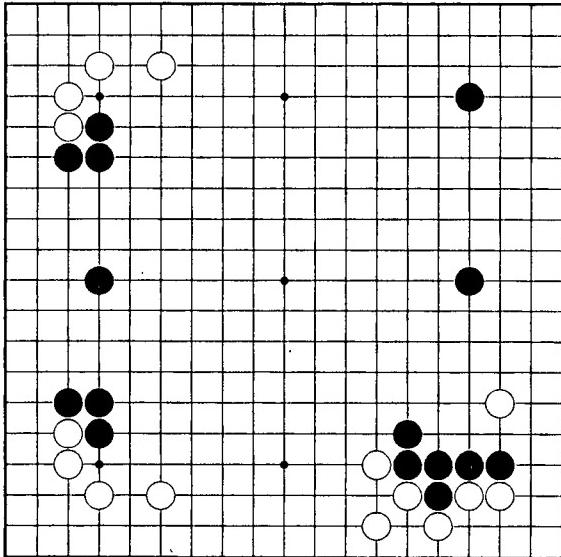
*White to play.*

Which of the two points — A or B — should White play?

*Problem 119.*

*Black to play.*

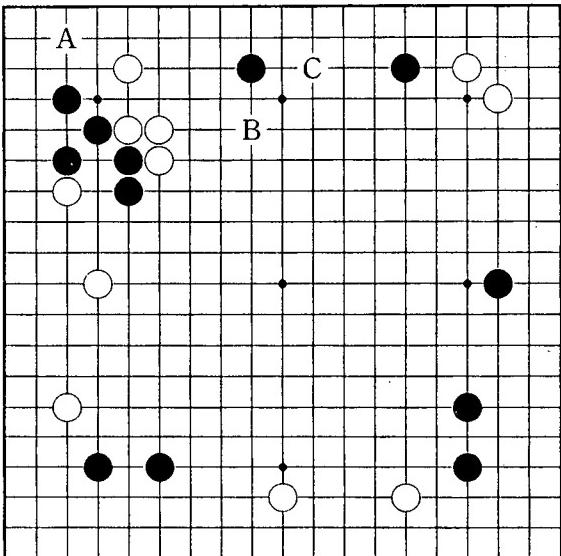
There is one point on the board that has to be played now.



*Problem 120.*

*White to play.*

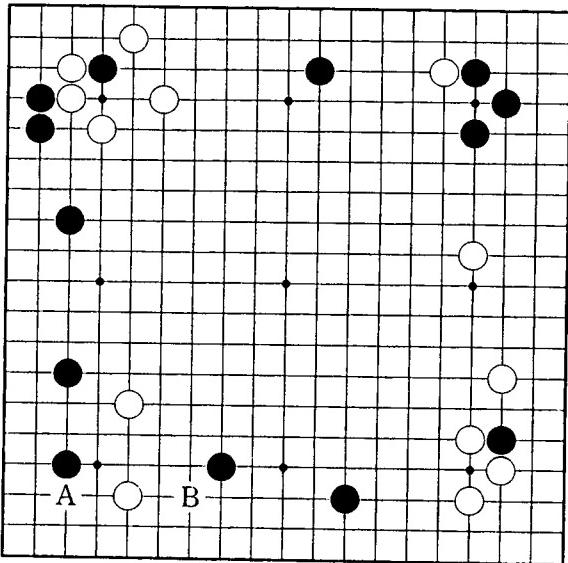
Which of the three points — A, B, or C — should White play? Consider the strength and weakness of the two white positions on the left and right.



*Problem 121.*

*Black to play.*

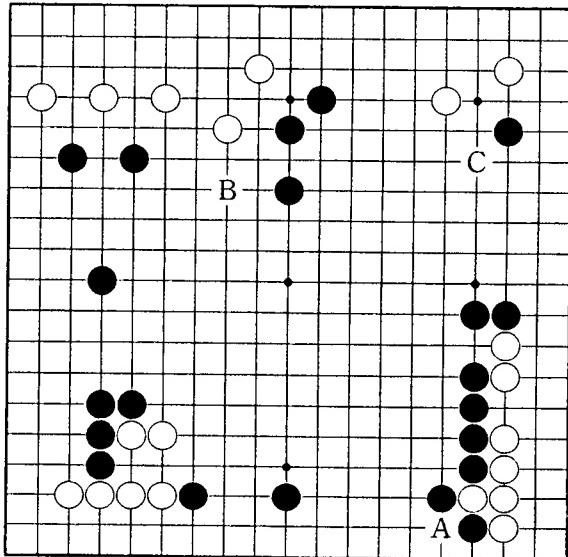
A or B: which point should Black play? Bear in mind that the white position on the right is extremely strong.



*Problem 122.*

*White to play.*

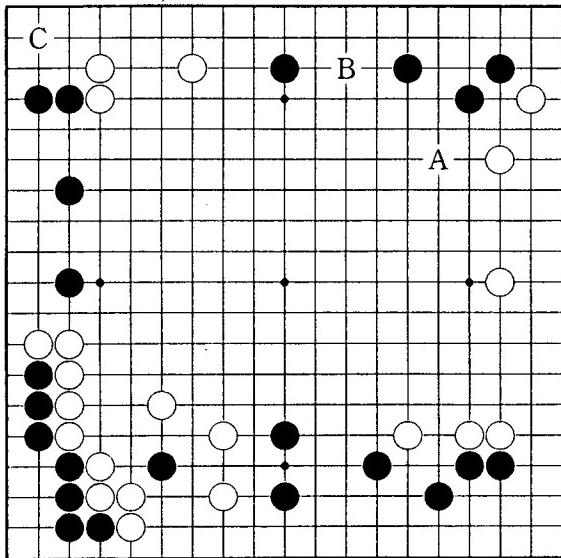
The next move is very important since it will determine the direction of the middle game. Of the three points A, B, and C, which one should White play?



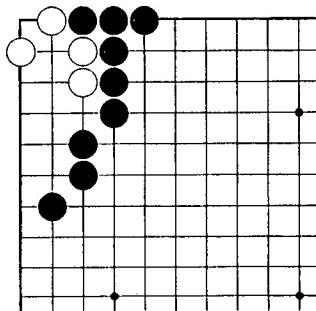
*Problem 123.*

*White to play.*

Where should White play — A, B, or C? In the transition from the opening to the middle game, the direction of play is extremely important.



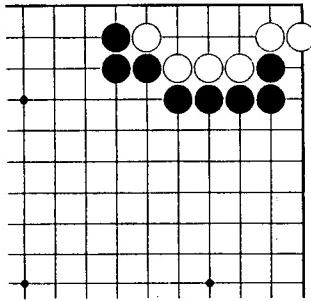
### SECTION 3. LIFE AND DEATH PROBLEMS



*Problem 124.*

*Black plays, White dies.*

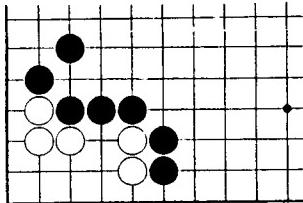
If Black sacrifices a stone, he can kill White.



*Problem 125.*

*Black plays, White dies.*

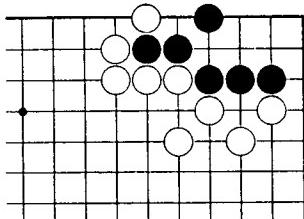
If you hit White on the vital point, all his stones will die.



*Problem 126.*

*Black plays, White dies.*

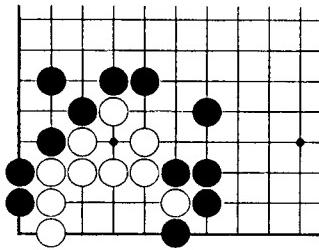
Since White's two stones on the right are short of liberties, you can kill the whole group unconditionally.



*Problem 128.*

*White plays, Black dies.*

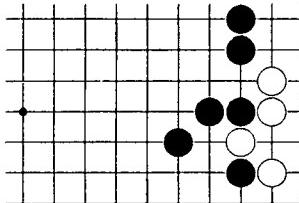
"There's death in the hane," is a famous proverb. But in order to kill Black, a good follow-up is necessary.



*Problem 130.*

*White to play and get a ko.*

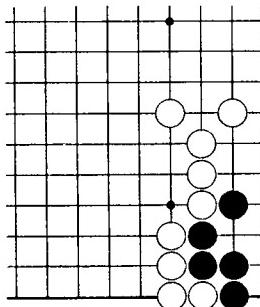
Turn this position into a ko.



*Problem 127.*

*Black plays, White dies.*

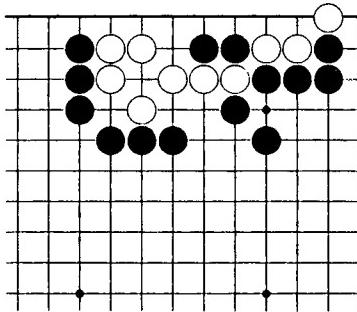
The first move is the most important.



*Problem 129.*

*White to play and get a ko.*

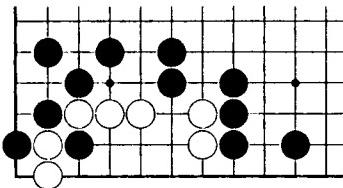
Whether Black lives or dies depends on a ko.



*Problem 131.*

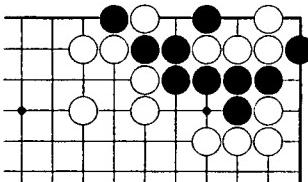
*White to play and live.*

If White can sacrifice the three stones in the corner, he can get a second eye.



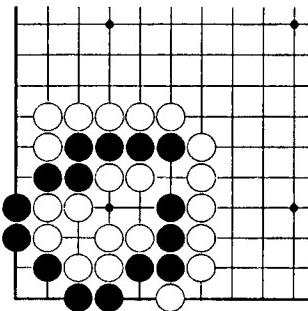
*Problem 132. Black to play.*

White lives or dies depending on how he captures the lone black stone.



*Problem 133. Black to play.*

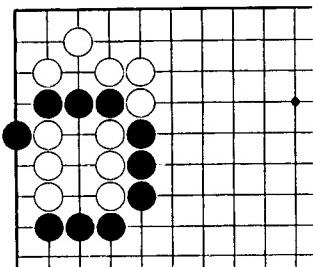
Because of a special situation known as "long life", Black can live. How does Black manage it?



*Problem 134. Black plays and lives.*

This is a strange position, but with the right move, Black can live.

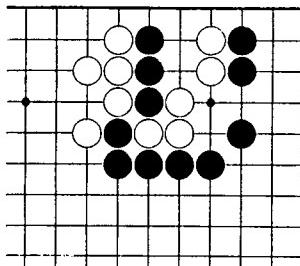
#### SECTION 4. CAPTURING-RACE PROBLEMS



*Problem 135.*

*Black to play and win.*

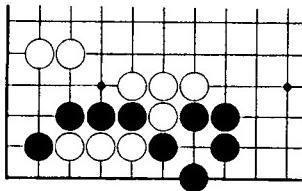
Black has to capture three white stones and rescue three of his own.



*Problem 136.*

*Black to play and win.*

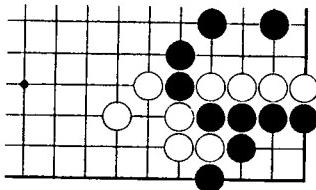
Black to rescue his three stones and capture three of White's.



*Problem 137.*

*White to play and win.*

White can capture the four black stones in the corner.

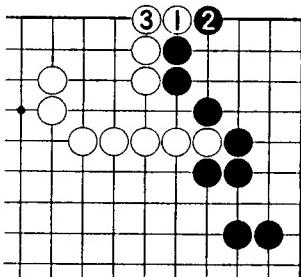


*Problem 138.*

*Black to play and win.*

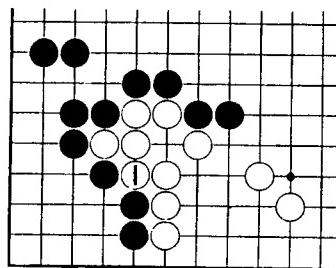
Capture the four white stones. Ko is a failure.

## SECTION 5. ENDGAME PROBLEMS



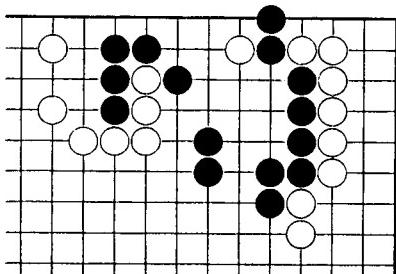
*Problem 139. Black to play.*

How should Black answer White 3? A mistake could cost Black two points.



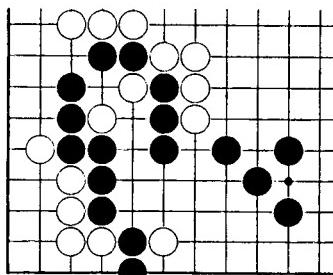
*Problem 140. Black to play.*

How should Black answer White 1? A mistake here could cost Black four points.



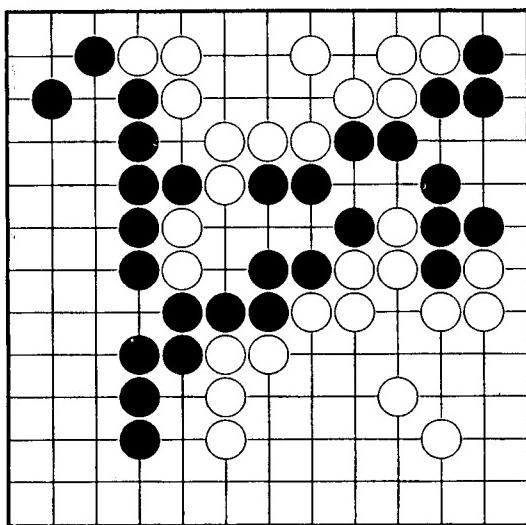
*Problem 141. White to play.*

Reduce Black's territory as much as possible. The first move is the most important.



*Problem 142. White to play.*

What is the move to devastate Black's territory here?



*Problem 143. White to play.*

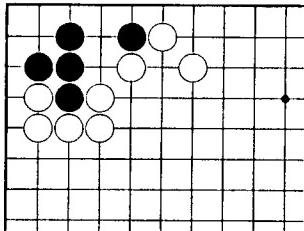
This problem comes from a game on a 13x13 board.

1. What is White's biggest endgame move?
2. Play out the rest of the game with the best moves and determine by how many points White wins.

## **ADVANCED PROBLEMS LEVEL THREE**

### **LIFE AND DEATH PROBLEMS**

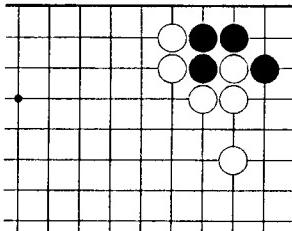
## SECTION 1. SAVING GROUPS



*Problem 144 (1 move)*

*Black to play and live.*

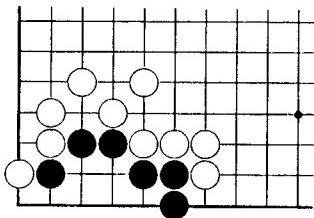
Make the move which will expand Black's territory as much as possible.



*Problem 145 (1 move)*

*Black to play and live.*

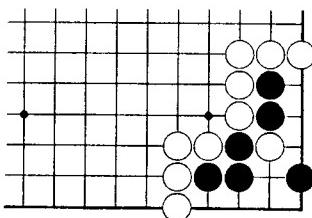
Black has to make an open connection, but on which side?



*Problem 146 (1 move)*

*Black to play and live.*

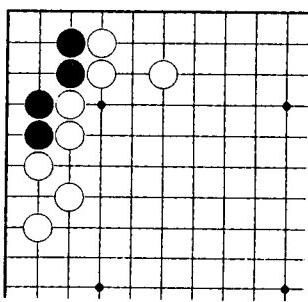
Beware of a ko.



*Problem 147 (1 move)*

*Black to play and live.*

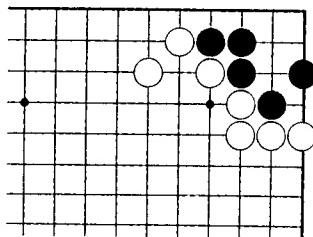
Make the move which will expand Black's territory as much as possible.



*Problem 148 (1 move)*

*Black to play and live.*

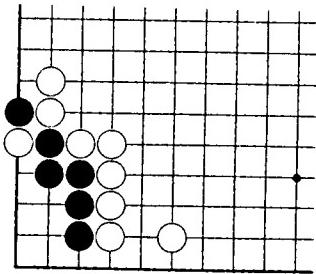
You have to play on the vital point.



*Problem 149 (3 moves)*

*Black to play and live.*

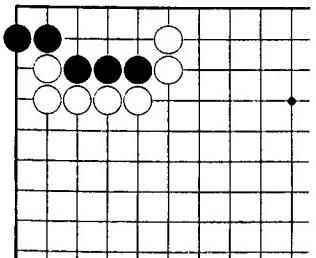
You have to play on the vital point.



*Problem 150 (3 moves)*

*Black to play and live.*

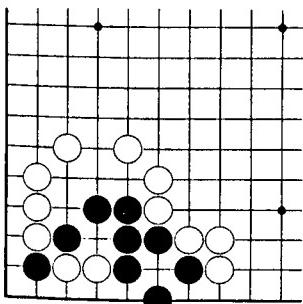
The black stone that is in atari is crucial to this problem.



*Problem 152 (1 move)*

*Black to play and live.*

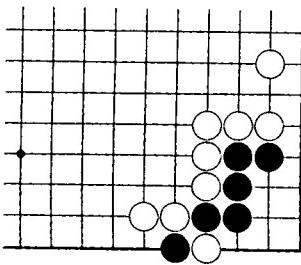
You have to play on the vital point.



*Problem 154 (1 move)*

*Black to play and live.*

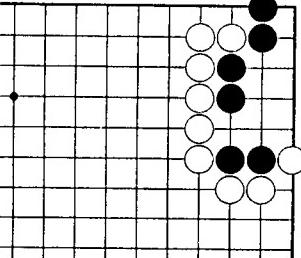
If Black can capture the two white stones, he lives.



*Problem 151 (3 moves)*

*Black to play and live.*

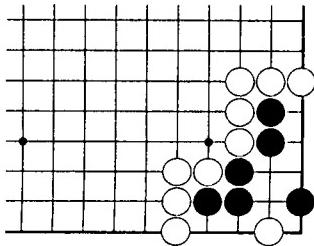
The black stone that is in atari is crucial to this problem.



*Problem 153 (1 move)*

*Black to play and live.*

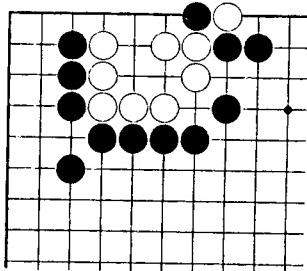
Take into account the two black stones which are short of liberties.



*Problem 155 (1 move)*

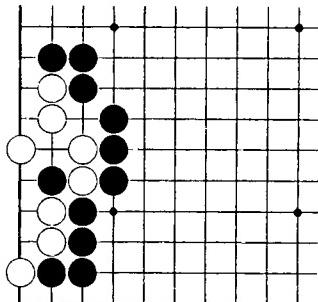
*Black to play and live.*

Black has two ways to live.  
What are they?



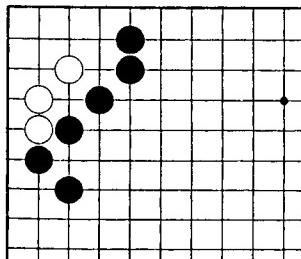
*Problem 156 (3 moves)*  
*White to play and live.*

The white stone that is in atari is crucial to this problem.

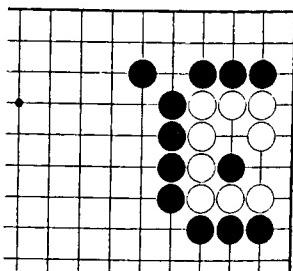


*Problem 158 (3 moves)*  
*White to play and live.*

You have to play on the vital point.

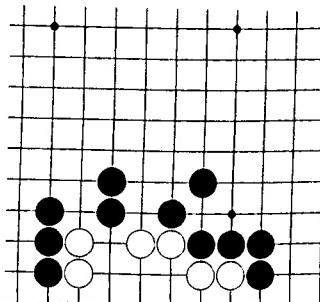


*Problem 160 (1 move)*  
*White to play and live.*  
Play on the vital point.



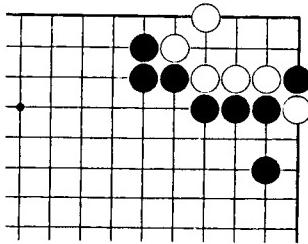
*Problem 157 (3 moves)*  
*White to play and live.*

Play for a seki.



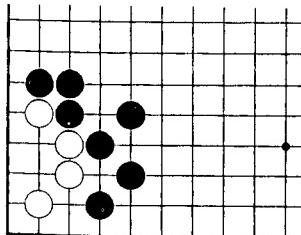
*Problem 159 (3 moves)*  
*White to play and live.*

Making eye shape is crucial.

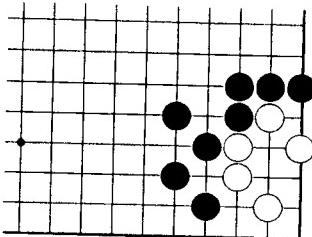


*Problem 161 (3 moves)*  
*White to play and live.*

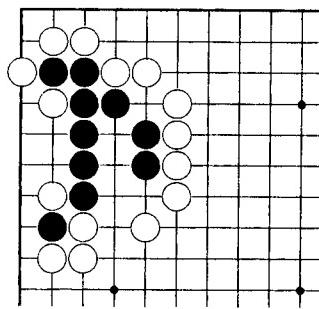
There are three ways for White to live. What are they?



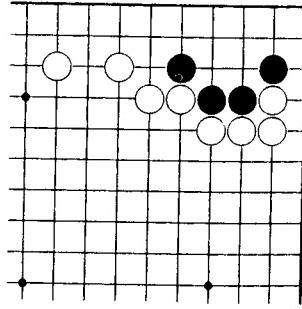
*Problem 162 (1 move)*  
*White to play and live.*  
Getting a ko is not good enough.



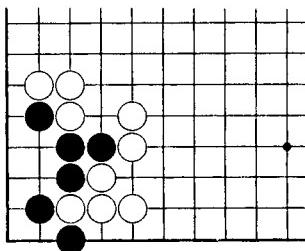
*Problem 163 (3 moves)*  
*White to play and live.*  
White has a lot of liberties, so he can live.



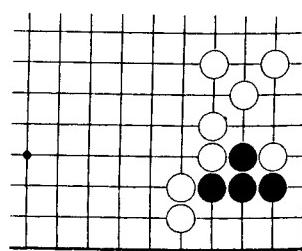
*Problem 164 (3 moves)*  
*Black to play and live.*  
The only way to live is to capture a white stone.



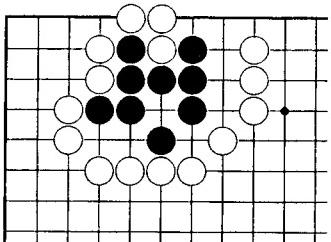
*Problem 165 (1 move)*  
*Black to play and live.*  
The obvious move doesn't work.



*Problem 166 (1 move)*  
*Black to play and live.*  
Getting a ko is not good enough.



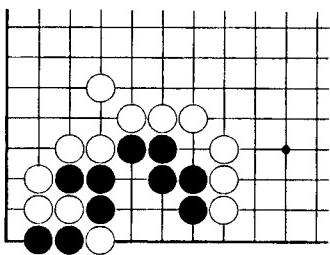
*Problem 167 (3 moves)*  
*Black to play and live.*  
Capturing a stone right away fails. Play the vital points.



Problem 168 (5 moves)

*Black to play and live.*

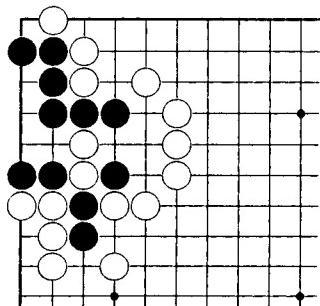
You have to capture three white stones.



Problem 170 (3 moves)

*Black to play and live.*

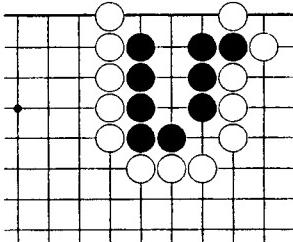
The two black stones that are in atari are crucial to this problem.



Problem 172 (3 moves)

*Black to play and live.*

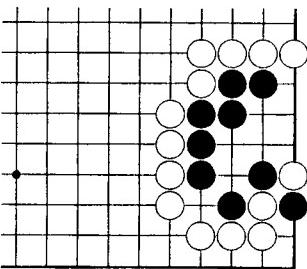
Capturing the two white stones is not your first priority.



Problem 169 (5 moves)

*Black to play and live.*

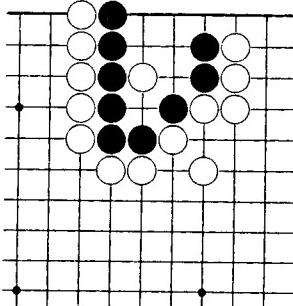
Black can live because the corner is nearby.



Problem 171 (3 moves)

*Black to play and live.*

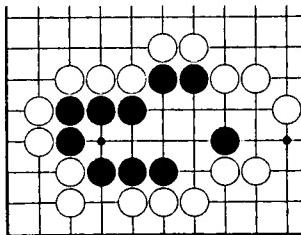
The black stone that is in atari is crucial to this problem.



Problem 173 (3 moves)

*Black to play and live.*

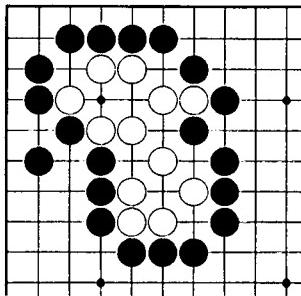
Try to create a snapback.



*Problem 174 (1 move)*

*Black to play and live.*

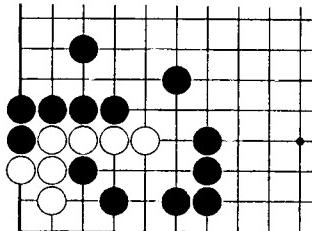
Make the move which will expand Black's territory as much as possible.



*Problem 176 (1 move)*

*White to play and live.*

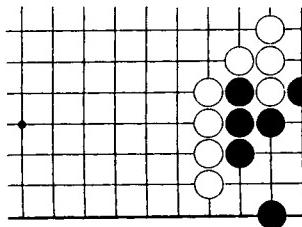
White seems to have secured two eyes, but one more move is needed.



*Problem 178 (7 moves)*

*White to play and live.*

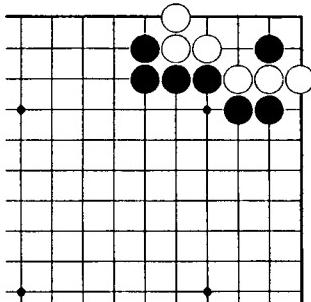
Threaten to sacrifice a stone.



*Problem 175 (1 move)*

*Black to play and live.*

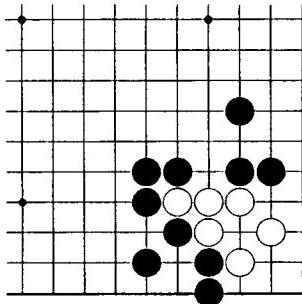
A move on the vital point secures life.



*Problem 177 (1 move)*

*White to play and live.*

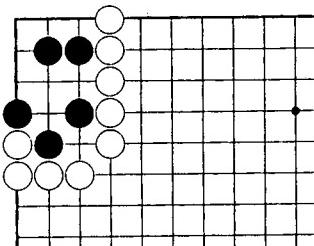
Beware of a ko.



*Problem 179 (3 moves)*

*White to play and live.*

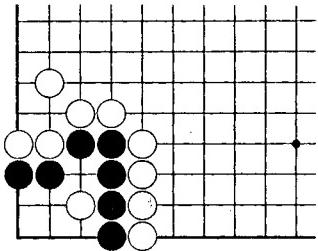
You have to think about Black's stone on the first line.



Problem 180 (1 move)

*Black to play and live.*

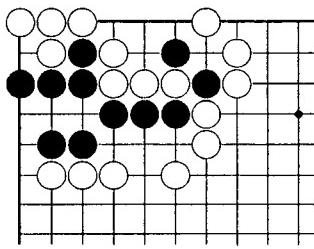
Black seems to have enough eyes, but the next move is crucial.



Problem 182 (1 move)

*Black to play and live.*

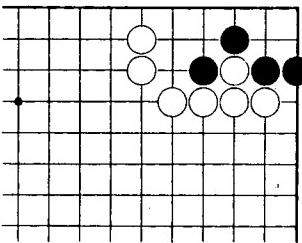
Beware of a ko.



Problem 184 (3 moves)

*Black to play and live.*

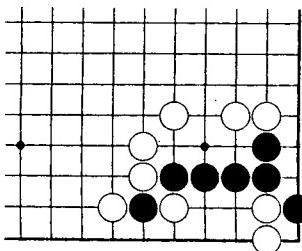
Capture the four white stones in the corner.



Problem 181 (3 moves)

*Black to play and live.*

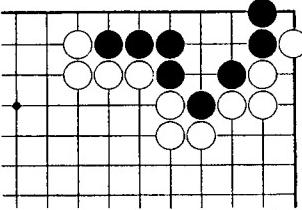
The black stone on the left is crucial if Black is to live.



Problem 183 (5 moves)

*Black to play and live.*

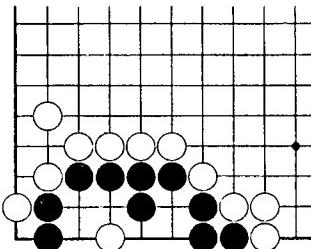
You have to pay special attention to the two white stones in the corner.



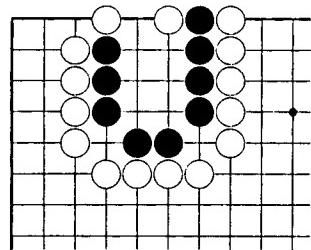
Problem 185 (3 moves)

*Black to play and live.*

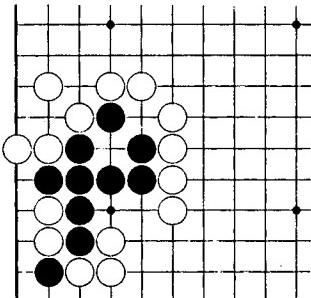
The black stone in atari is not important.



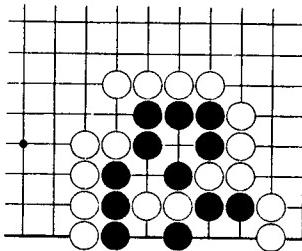
*Problem 186 (3 moves)*  
*Black to play and live.*  
What is the most profitable way to live.



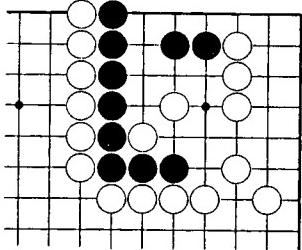
*Problem 188 (5 moves)*  
*Black to play and live.*  
Black has to sacrifice a stone to live.



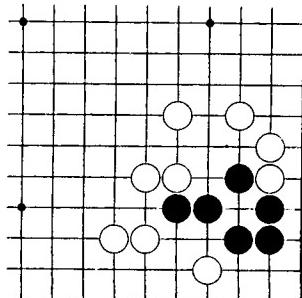
*Problem 190 (3 moves)*  
*Black to play and live.*  
The problem is how to capture the two white stones.



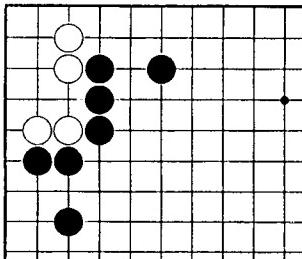
*Problem 187 (3 moves)*  
*Black to play and live.*  
If you know the under-the-stones tesuji, you can live.



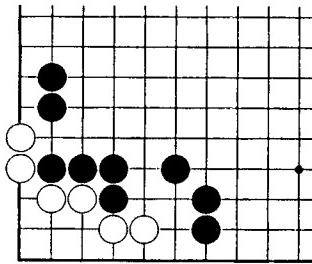
*Problem 189 (5 moves)*  
*Black to play and live.*  
Black has to sacrifice a stone to live.



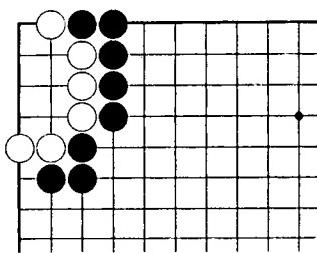
*Problem 191 (9 moves)*  
*Black to play and live.*  
Black has to sacrifice a stone to live.



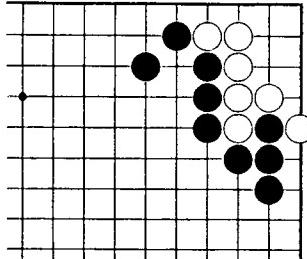
*Problem 192 (3 moves)*  
*Black plays, White dies.*  
Reduce the liberties of the  
lower two white stones.



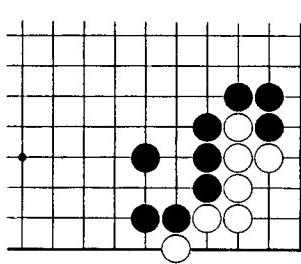
*Problem 194 (5 moves)*  
*Black plays, White dies.*  
Create a 4-point nakade in  
the corner.



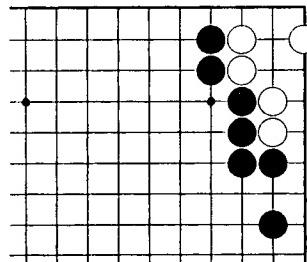
*Problem 196 (3 moves)*  
*Black plays, White dies.*  
Don't play for a ko; kill  
White by creating a 4-point  
nakade.



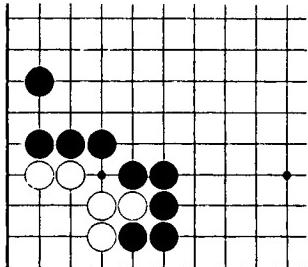
*Problem 193 (5 moves)*  
*Black plays, White dies.*  
Don't let White's stone on  
the first line come into play.



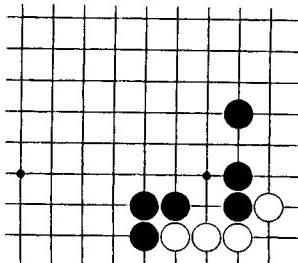
*Problem 195 (5 moves)*  
*Black plays, White dies.*  
There are two ways to kill  
White. What are they?



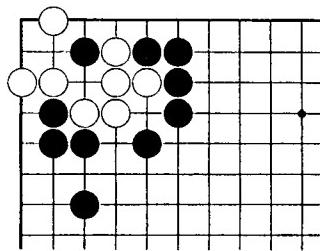
*Problem 197 (3 moves)*  
*Black plays, White dies.*  
There are two vital points,  
but the order of playing them  
is not important.



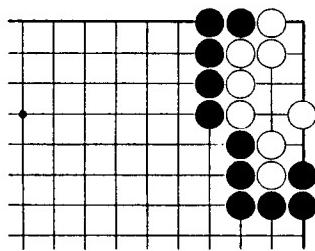
*Problem 198 (9 moves)*  
*Black plays, White dies.*  
Black must aim to make a  
5-point nakade.



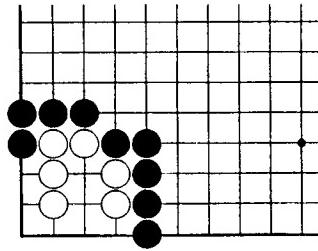
*Problem 199 (7 moves)*  
*Black plays, White dies.*  
Remember, the bent-four-in-the-corner shape is dead.



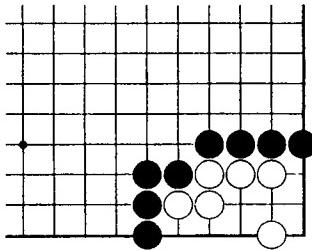
*Problem 200 (11 moves)*  
*Black plays, White dies.*  
Black has to sacrifice six  
stones to kill White.



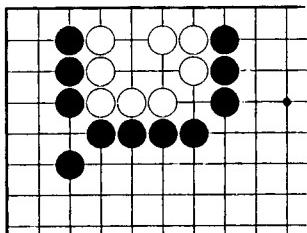
*Problem 201 (3 moves)*  
*Black plays, White dies.*  
Black has to play on the  
vital point and then sacrifice a  
stone.



*Problem 202 (5 moves)*  
*Black plays, White dies.*  
The trick here is to create a  
shortage of liberties.



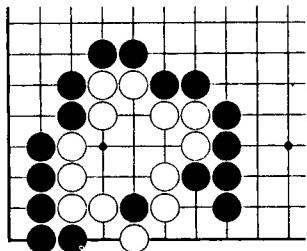
*Problem 203 (3 moves)*  
*Black plays, White dies.*  
Again the trick is to create  
a shortage of liberties.



Problem 204 (3 moves)

*Black plays, White dies.*

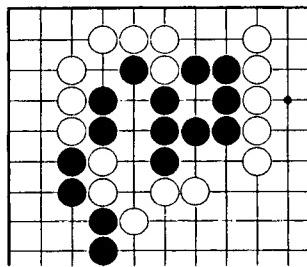
Be careful not to let White live in a seki.



Problem 204 (3 moves)

*Black plays, White dies.*

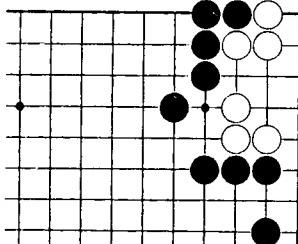
Kill White by taking advantage of his shortage of liberties.



Problem 204 (3 moves)

*White plays, Black dies.*

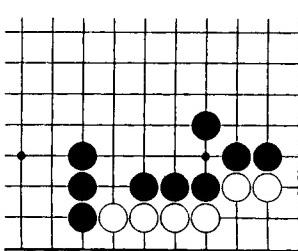
Consider White's own weak point before attacking.



Problem 205 (5 moves)

*Black plays, White dies.*

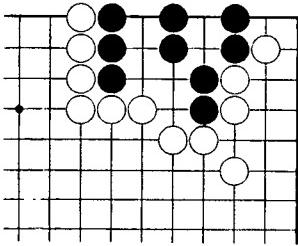
Kill White by creating a 5-point nakade.



Problem 205 (5 moves)

*Black plays, White dies.*

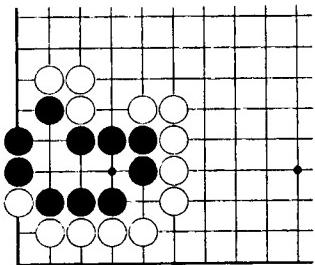
Two of White's stones are short of liberties.



Problem 205 (5 moves)

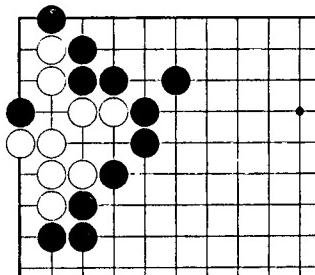
*White plays, Black dies.*

Black is short of liberties, so White can easily kill him.



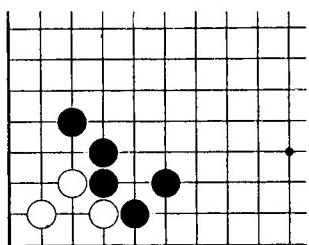
*Problem 210 (3 moves)  
White plays, Black dies.*

The first move is a quiet one.

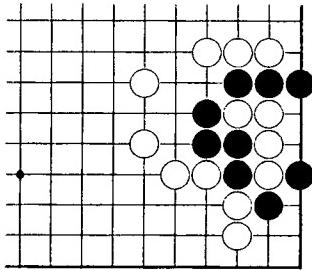


*Problem 212 (5 moves)  
Black plays, White dies.*

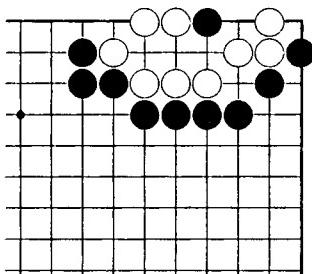
First Black must sacrifice two stones, and then one more.



*Problem 214 (1 move)*  
*Black plays, White dies.*  
Don't let White get a ko.

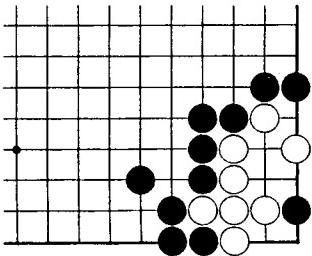


*Problem 211 (3 moves)  
White plays, Black dies.  
Don't let Black get a ko.*

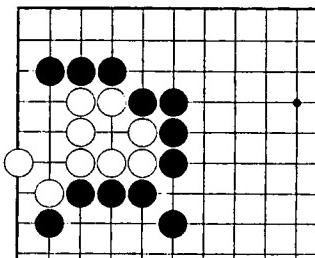


*Problem 213 (3 moves)  
Black plays, White dies.*

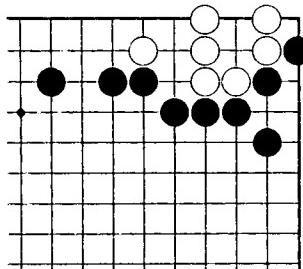
After the first move, it will be easy to see that White is dead.



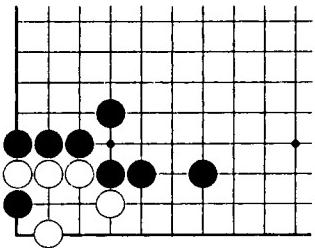
*Problem 215 (3 moves)  
Black plays, White dies.  
Make a bent-four-in-the-corner shape.*



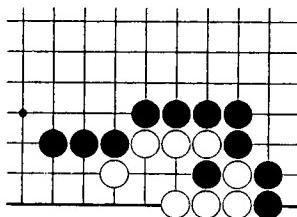
*Problem 216 (7 moves)*  
*Black plays, White dies.*  
Don't let White get a ko.



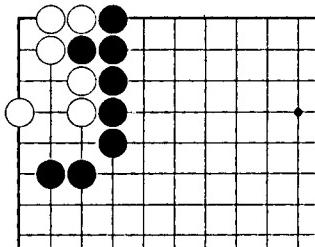
*Problem 217 (9 moves)*  
*Black plays, White dies.*  
Black has to sacrifice two stones to kill White.



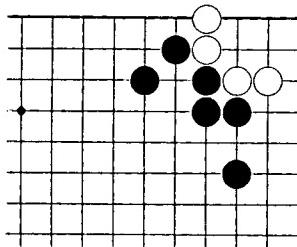
*Problem 218 (9 moves)*  
*Black plays, White dies.*  
Another two-stone sacrifice by Black.



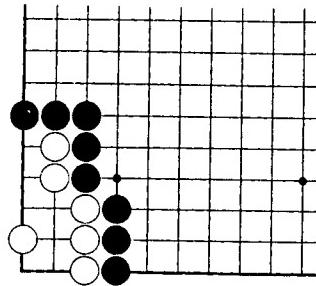
*Problem 219 (9 moves)*  
*Black plays, White dies.*  
This is the same theme as the preceding problem.



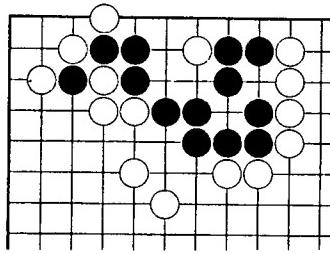
*Problem 220 (3 moves)*  
*Black plays, White dies.*  
Black can kill White because his three stones at the top are short of liberties.



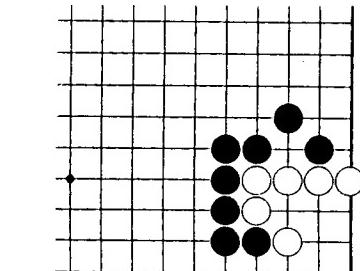
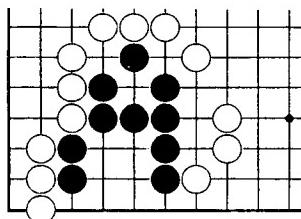
*Problem 221 (3 moves)*  
*Black plays, White dies.*  
If you play on the vital point of White's shape, you can kill him.



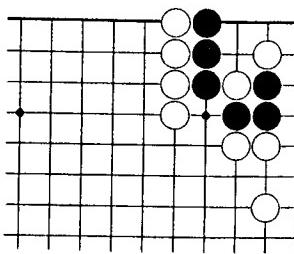
*Problem 222 (3 moves)*  
*Black plays, White dies.*  
Black can kill White by sacrificing a stone.



*Problem 224 (1 move)*  
*White plays, Black dies.*  
Utilize the shortage of liberties of Black's three stones on the left.

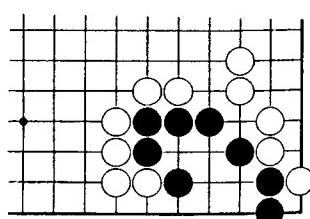


*Problem 223 (5 moves)*  
*Black plays, White dies.*  
Find the vital point in the corner.



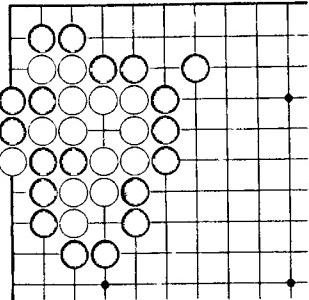
*Problem 225 (5 moves)*  
*White plays, Black dies.*  
“One eye beats no eyes!”  
Utilizing this proverb will enable you to kill Black.

*Because of the stone on the 1-2 point, the black group is dead.*



*Problem 226 (1 move)*  
*White plays, Black dies.*

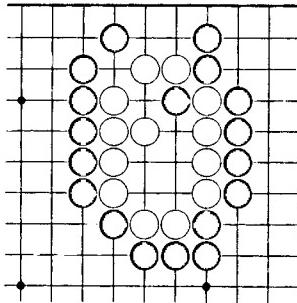
*Problem 227 (3 moves)*  
*White plays, Black dies.*  
After the first move, it will be clear that Black is dead.



*Problem 228 (3 moves)*

*Black plays, White dies.*

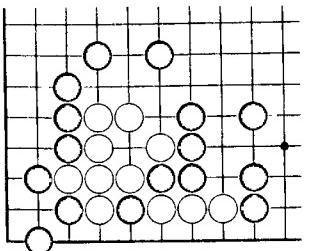
The key is how to sacrifice  
the three black stones.



*Problem 229 (5 moves)*

*Black plays, White dies.*

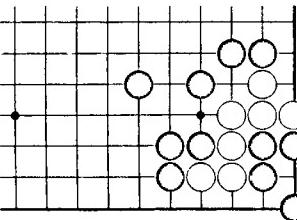
Utilize White's shortage of  
liberties.



*Problem 230 (7 moves)*

*Black plays, White dies.*

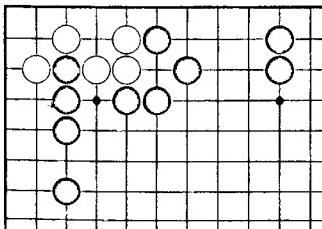
A sacrifice is the key to this  
problem.



*Problem 231 (3 moves)*

*Black plays, White dies.*

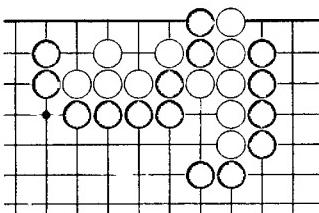
Create a 5-point nakade to  
kill White.



*Problem 232 (9 moves)*

*Black plays, White dies.*

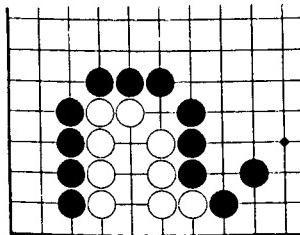
Play on the vital point and  
then make the bent-four-in-  
the-corner shape.



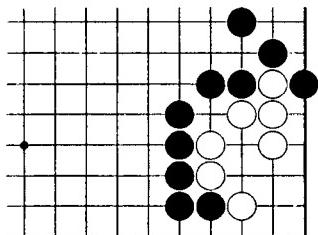
*Problem 233 (3 moves)*

*Black plays, White dies.*

Attack White's four stones  
that are short of liberties.

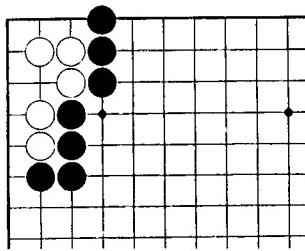


*Problem 234 (1 move)*  
*Black plays, White dies.*  
Don't let White get a seki.

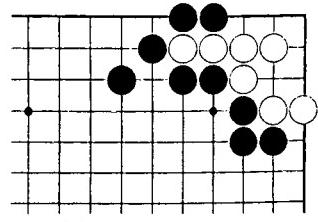


*Problem 235 (7 moves)*  
*Black plays, White dies.*  
Black must choose the right point of attack.

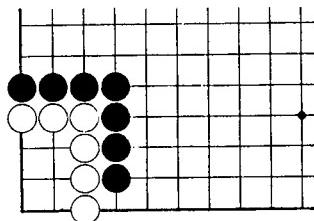
## SECTION 2: KO PROBLEMS



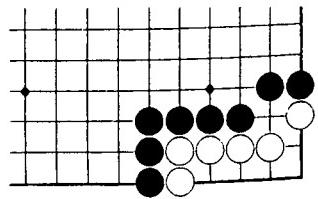
*Problem 236 (6 moves)*  
*Black plays and gets a ko.*  
Black's stones on the first line enable him to turn the corner into a ko.



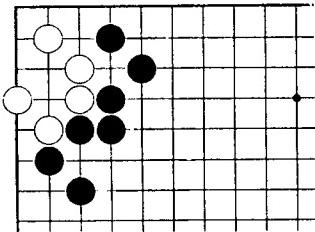
*Problem 237 (5 moves)*  
*Black plays and gets a ko.*  
Black can get a ko because the five white stones are short of liberties.



*Problem 238 (5 moves)*  
*Black plays and gets a ko.*  
There are two vital points, but only one of them is right.



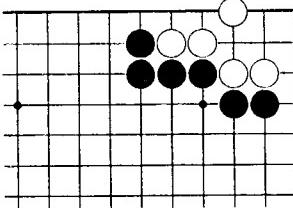
*Problem 239 (4 moves)*  
*Black plays and gets a ko.*  
This becomes an approach-move ko.



*Problem 240 (6 moves)*

*Black plays and gets a ko.*

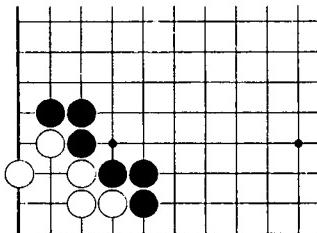
Because White's two stones have two outside liberties, all Black can get is a ko.



*Problem 241 (6 moves)*

*Black plays and gets a ko.*

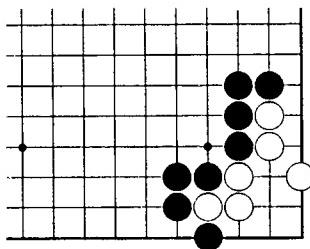
Find the vital point.



*Problem 242 (7 moves)*

*Black plays and gets a ko.*

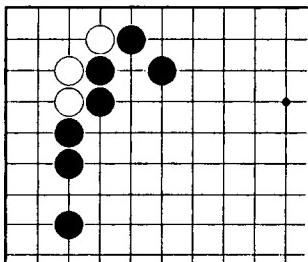
Because of White's shortage of liberties, Black can get a ko.



*Problem 243 (6 moves)*

*Black plays and gets a ko.*

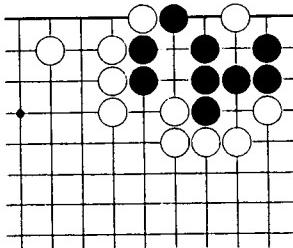
Because White's three stones are short of liberties, Black can get a ko.



*Problem 244 (4 moves)*

*White plays and gets a ko.*

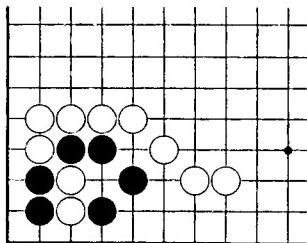
White can't live unconditionally.



*Problem 245 (3 moves)*

*White plays and gets a ko.*

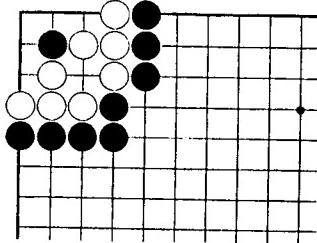
The corner white stone is the key to getting a ko.



*Problem 246 (4 moves)*

*White plays and gets a ko.*

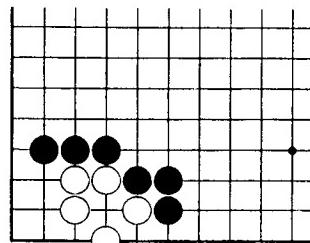
The special character of the corner enables White to get a ko.



*Problem 248 (1 move)*

*Black plays and gets a ko.*

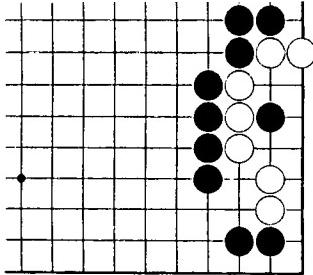
A seki is not good enough.



*Problem 250 (8 moves)*

*Black plays and gets a ko.*

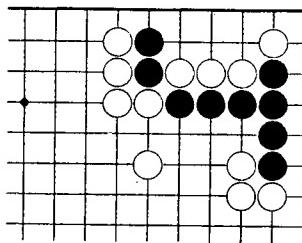
Black has two ways to get a ko.



*Problem 247 (4 moves)*

*White plays and gets a ko.*

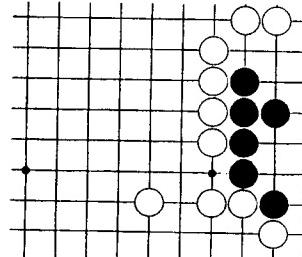
The only way White can live is to get a ko.



*Problem 249 (6 moves)*

*Black plays and gets a ko.*

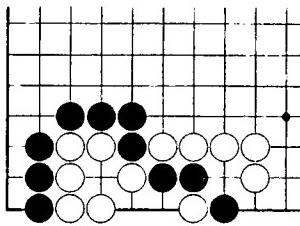
By utilizing the special character of the corner, Black can get a two-step ko.



*Problem 251 (4 moves)*

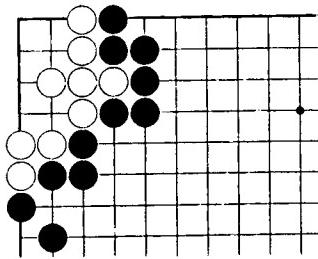
*Black plays and gets a ko.*

The only way to live is by ko.

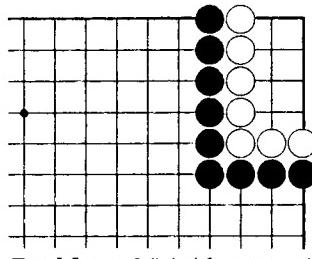


*Problem 252 (7 moves)*  
*Black to play and get a ko.*  
This is not an easy ko to see.

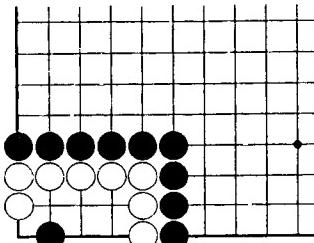
### SECTION 3. SEKI PROBLEMS



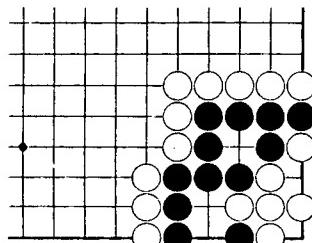
*Problem 253 (3 moves)*  
*Black to play and get a seki.*  
What is the most profitable  
way to get a seki?



*Problem 254 (6 moves)*  
*Black to play and get a seki.*  
There are two ways to get a  
seki. Which is better?

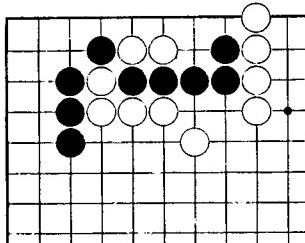


*Problem 255 (4 moves)*  
*Black to play and get a seki.*  
There are two ways to get  
seki. Which is better?



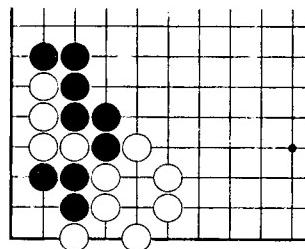
*Problem 256 (3 moves)*  
*Black to play and get a seki.*  
Don't let White turn this  
into a real ko!

## SECTION 4. CAPTURING RACES



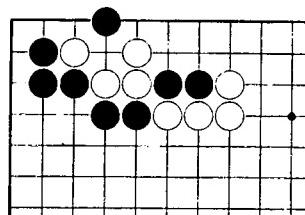
*Problem 257 (3 moves)  
Black to play and win.*

Black has more liberties than White, but he must be careful.



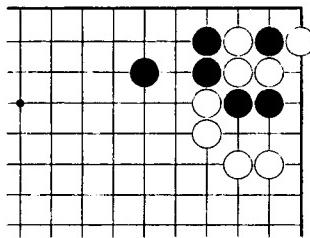
*Problem 259 (5 moves)  
Black to play and win.*

Black fails if it becomes a ko.



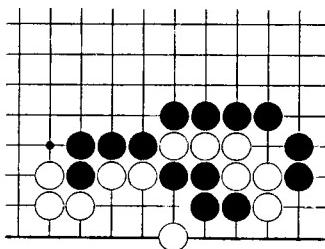
*Problem 261 (5 moves)  
Black to play and win.*

There's only one move that works.



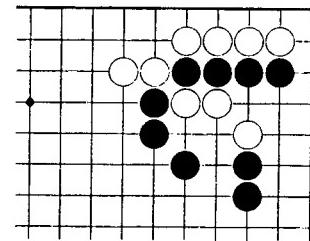
*Problem 258 (7 moves)  
Black to play and win.*

Black has to sacrifice two stones.



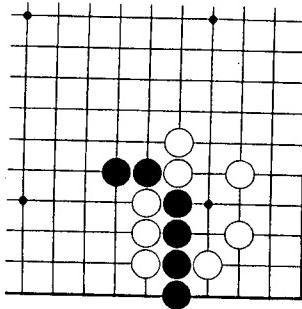
*Problem 260 (7 moves)  
Black to play and win.*

The first move may be hard to see.



*Problem 262 (3 moves)  
Black to play and win.*

The winning move is a common tesuji.



*Problem 263 (7 moves)*

*Black to play and win.*

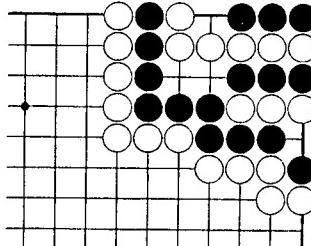
The three white stones cannot escape.

## SECTION 5. STRANGE POSITIONS

*Problem 264 (1 move)*

*Black to play and  
get a seki.*

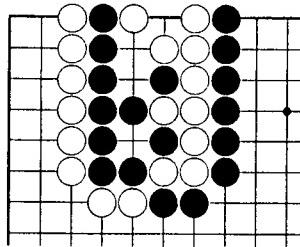
This position is  
known as *hane-seki*.



*Problem 265 (1 move)*

*Black to play and  
get a triple ko.*

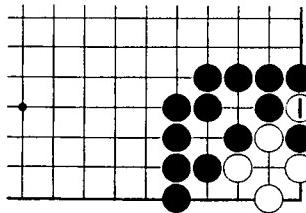
If a triple ko occurs  
in a tournament game,  
there is no result and  
the game must be  
played over.



*Problem 266 (1 move)*

*Black plays, White dies.*

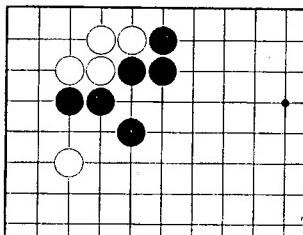
In spite of a double  
ko, White dies.



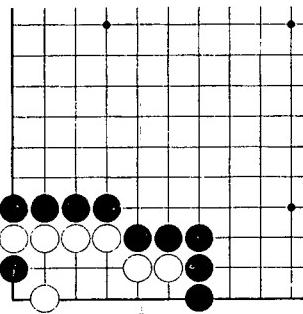
# **ADVANCED PROBLEMS**

## **LEVEL FOUR**

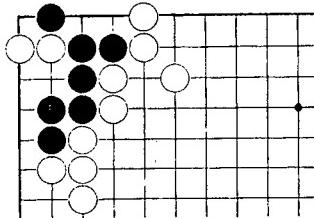
### **LIFE AND DEATH PROBLEMS**



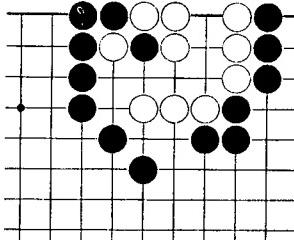
*Problem 267*  
*Black plays, White dies.*  
First, play a quiet move.



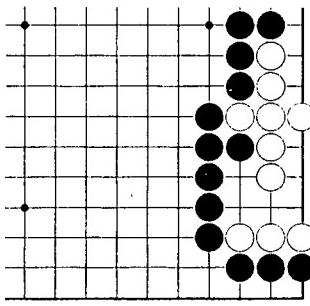
*Problem 269*  
*Black plays, White dies.*  
The key to killing White lies in the isolated black stone in the corner.



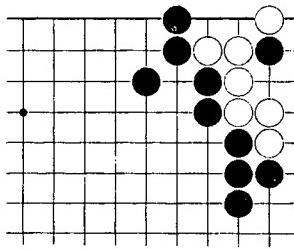
*Problem 271*  
*Black to play and live.*  
Don't let White turn this into a ko.



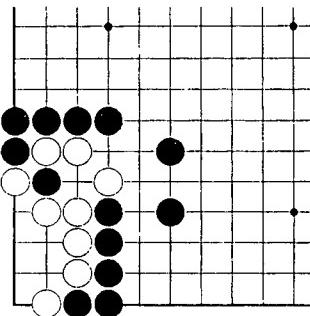
*Problem 268*  
*Black plays, White dies.*  
The solution involves a shortage of liberties.



*Problem 270*  
*Black plays, White dies.*  
The solution involves a shortage of liberties.

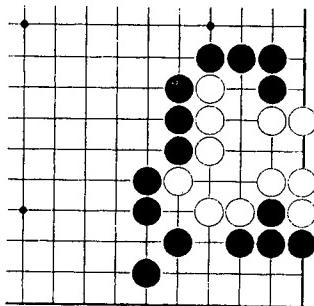


*Problem 272*  
*Black to play.*  
Does White live or die?



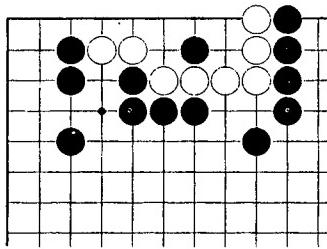
Problem 273

*Black plays, White dies.*  
Don't let this become a ko.



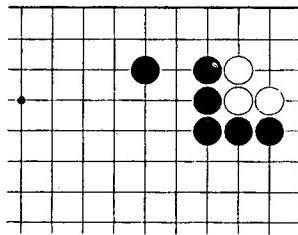
Problem 274

*Black plays, White dies.*  
Hit White on the vital point.



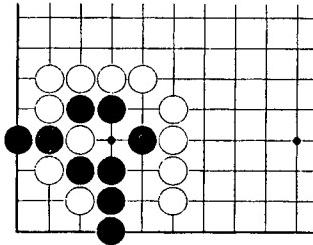
Problem 275

*White to play and live.*  
White must try to get a seki.



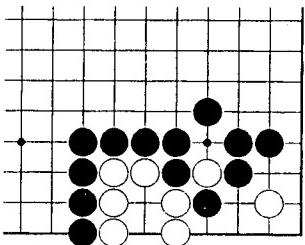
Problem 276

*White to play and live.*  
First and foremost, White must think about eye shape.



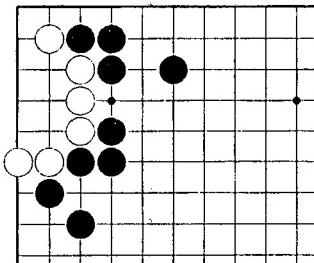
Problem 277

*White plays, Black dies.*  
Create a 5-point nakade.



Problem 278

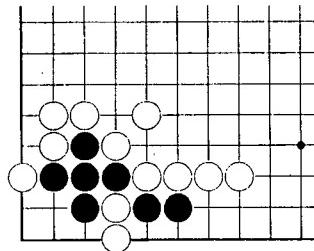
*White to play and live.*  
Don't let Black turn this into a ko.



*Problem 279*

*Black to play.*

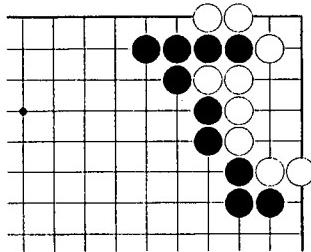
Black can turn this into a ko.



*Problem 280*

*Black to play.*

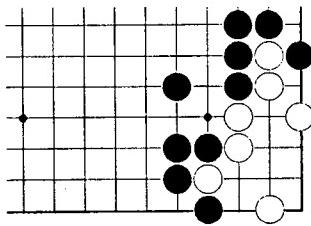
Aim to live with just the four stones in the corner.



*Problem 280*

*Black to play.*

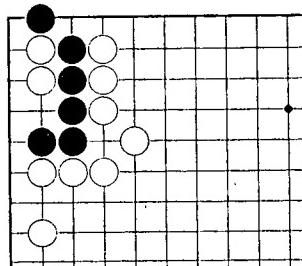
Since White is short of liberties, Black can turn this into a ko.



*Problem 281*

*Black to play.*

Aim to live with just the four stones in the corner.



*Problem 282*

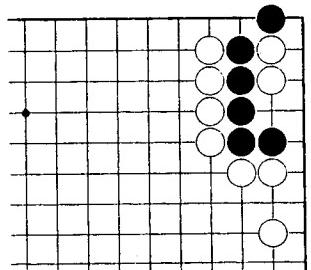
*Black to play and live.*

Since Black's group has a liberty, he can live in seki.

*Problem 282*

*Black plays, White dies.*

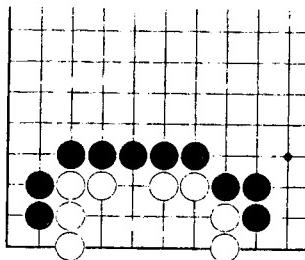
Play on the vital point of the corner.



*Problem 284*

*Black to play and live.*

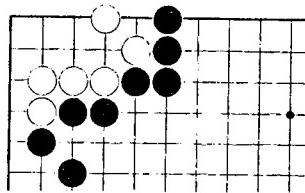
The liberty is gone in this position, so the best Black can do is to live with a ko.



*Problem 285*

*Black plays, White dies.*

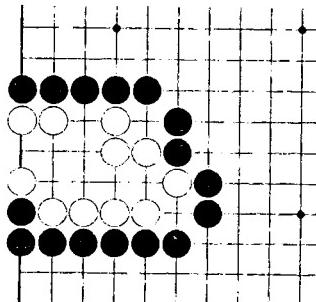
Kill White by creating a 5-point nakade.



*Problem 287*

*Black plays, White dies.*

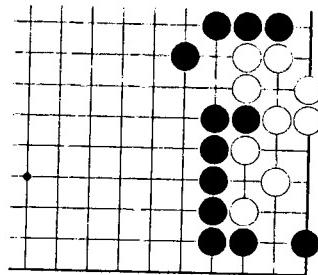
First sacrifice a stone and then make a bent-four-in-the-corner.



*Problem 289*

*Black plays, White dies.*

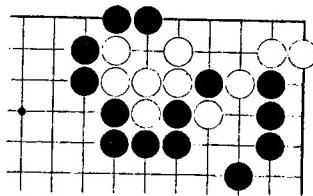
Aim at creating a 4-point nakade.



*Problem 286*

*Black plays, White dies.*

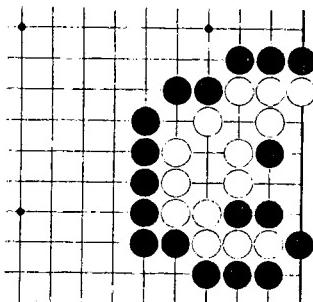
The first move is important.



*Problem 288*

*Black plays, White dies.*

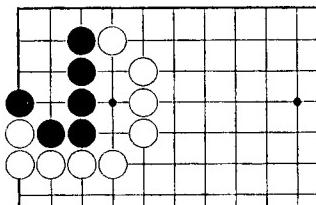
Create a shortage of liberties with the six white stones on the left.



*Problem 290*

*Black plays, White dies.*

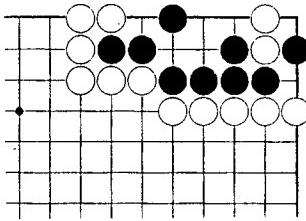
Since White's four stones at the top are short of liberties, all his stones will die.



*Problem 291*

*White plays, Black dies.*

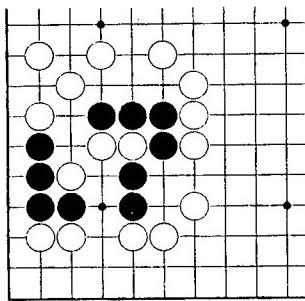
Finding the first move is important.



*Problem 292*

*White plays, Black dies.*

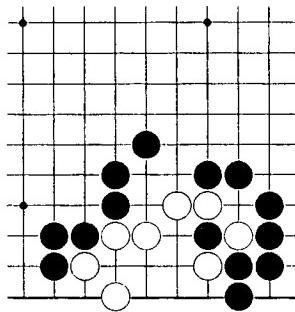
First of all, White has to sacrifice a stone.



*Problem 293*

*White plays, Black dies.*

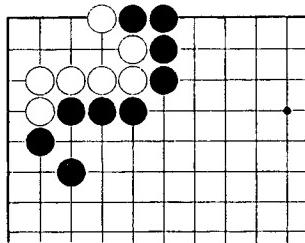
Create a 5-point nakade.



*Problem 294*

*White to play and live.*

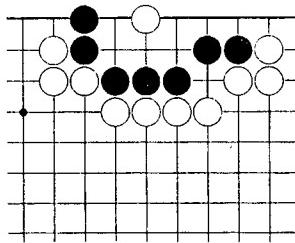
Sacrifice the stone that's in atari.



*Problem 295*

*Black to play.*

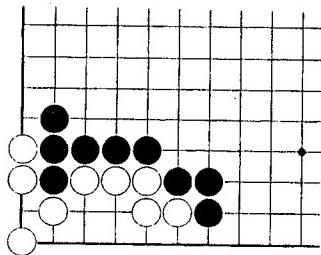
Best play for both sides results in a ko.



*Problem 296*

*Black to play and live.*

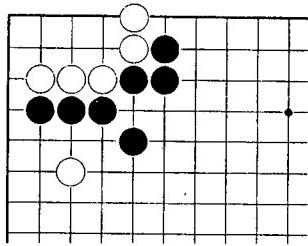
Squeeze the breath out of White.



*Problem 297*

*Black plays, White dies.*

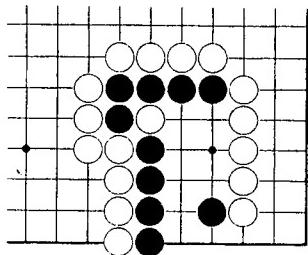
Put the whole white group  
into a shortage of liberties.



*Problem 299*

*Black to play.*

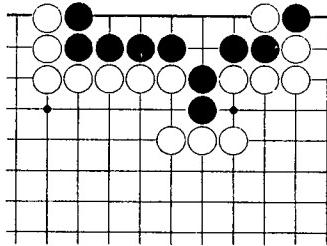
White cannot live uncondi-  
tionally.



*Problem 298*

*Black to play and live.*

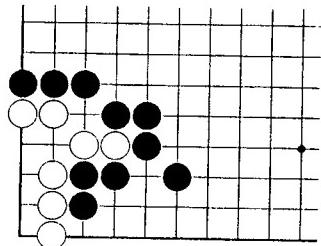
You have to capture the  
white stone correctly.



*Problem 300*

*Black to play and live.*

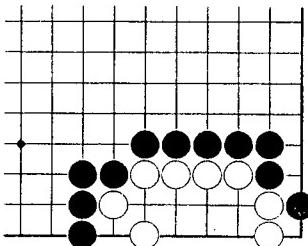
Utilize the black stone in  
atari.



*Problem 301*

*Black plays, White dies.*

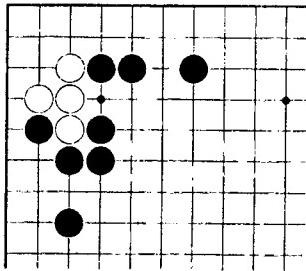
Note that White has two  
stones short of liberties.



*Problem 302*

*Black plays, White dies.*

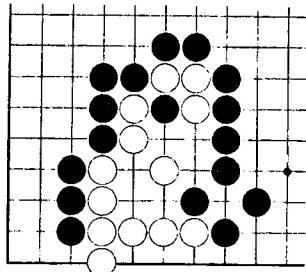
Attack at the vital point



*Problem 303*

*Black plays, White dies.*

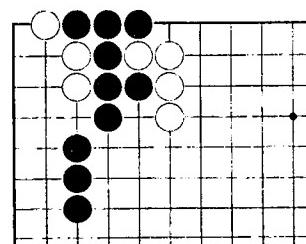
First, you have to attack the vital point.



### *Problem 305*

*Black plays, White dies.*

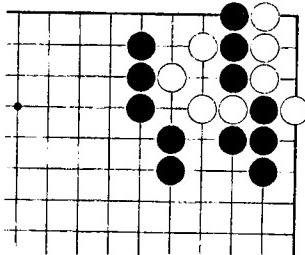
Capturing only three stones  
is not good enough.



*Problem 307*

*White to play and live.*

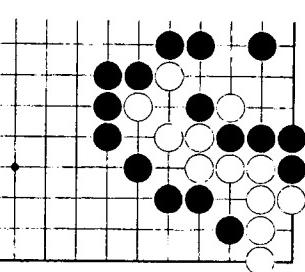
You have to find the right way to prevent Black from cutting in the corner.



### *Problem 304*

*Black plays, White dies.*

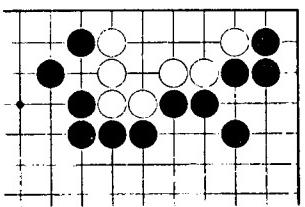
Stop White from getting two eyes.



### *Problem 306*

*Black plays, White dies.*

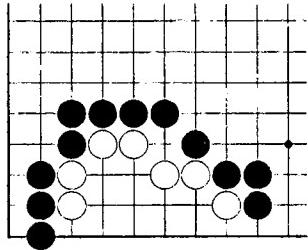
You have to find the right way to rescue the four black stones on the right.



*Problem 308*

*White to play and live.*

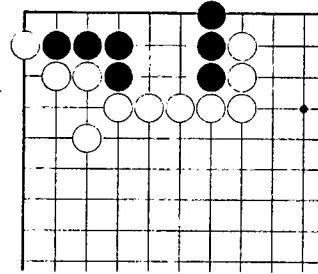
You have to find the right way to prevent Black from capturing.



*Problem 309*

*White to play and live.*

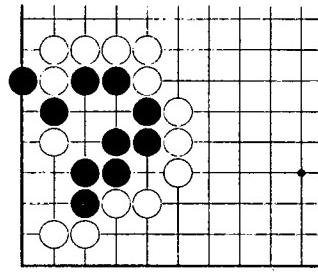
White has to play the proper 'shape' move.



*Problem 311*

*Black to play and live.*

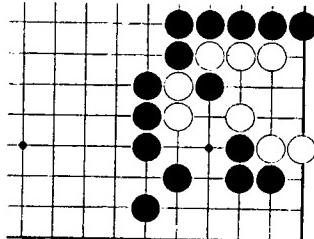
You have to find the vital point for making two eyes.



*Problem 313*

*Black to play and live.*

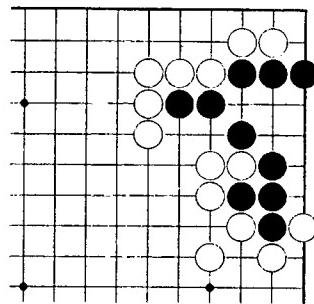
How does Black capture the isolated white stone?



*Problem 310*

*White to play and live.*

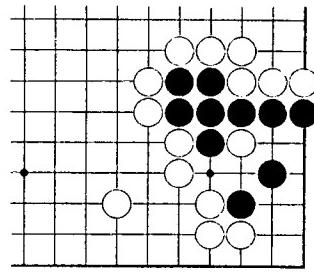
White has to sacrifice two stones.



*Problem 312*

*Black to play and live.*

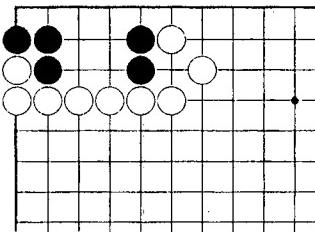
You have to find the vital point for making two eyes.



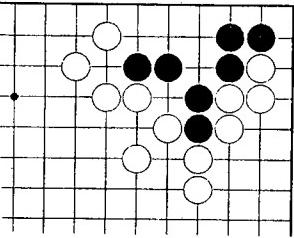
*Problem 314*

*Black to play and live.*

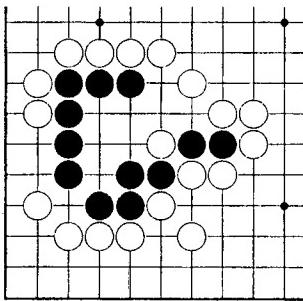
The correct move is not obvious.



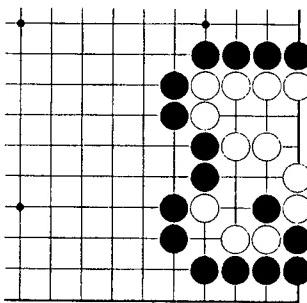
*Problem 315*  
*Black to play and live.*  
Don't let White make a  
nakade.



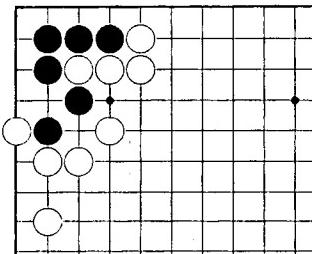
*Problem 316*  
*Black to play and live.*  
If you find the vital point,  
living will be easy.



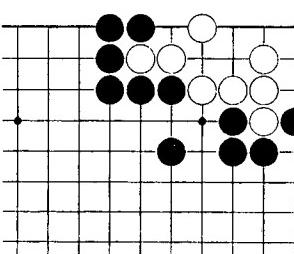
*Problem 317*  
*Black to play and live.*  
The key is how to sacrifice  
the two black stones.



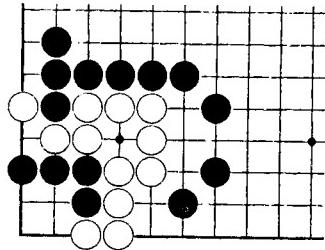
*Problem 318*  
*Black plays, White dies.*  
The order of moves is im-  
portant here.



*Problem 319*  
*Black to play.*  
Black cannot live uncondi-  
tionally.



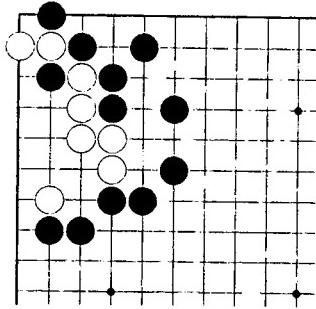
*Problem 320*  
*Black plays, White dies.*  
The two white stones on  
the left are short of liberties.



*Problem 321*

*Black plays, White dies.*

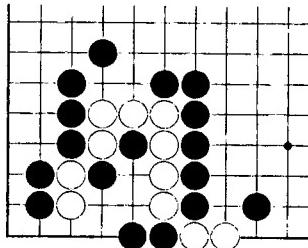
Don't let White make an eye in the corner.



*Problem 323*

*White to play and live.*

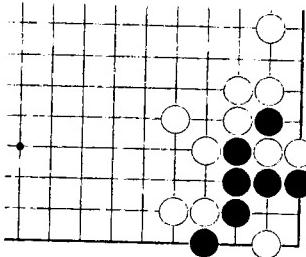
White has to sacrifice two stones to live.



*Problem 325*

*White to play and live.*

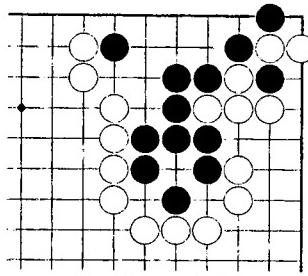
You have to capture all the black stones at the same time.



*Problem 322*

*Black to play and live.*

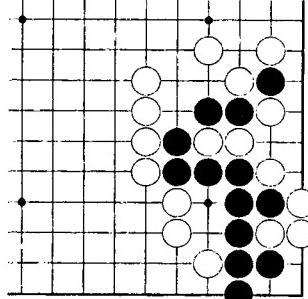
Black's group can live because of the liberty on the outside.



*Problem 324*

*White plays, Black dies.*

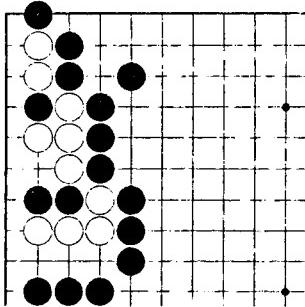
Don't let Black get a ko.



*Problem 326*

*White plays, Black dies.*

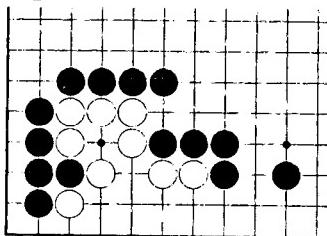
You have to find the best way to sacrifice the two white stones.



*Problem 327*

*Black plays, White dies.*

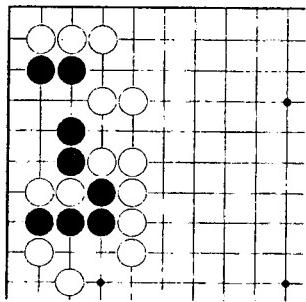
Kill White by creating a shortage of liberties.



*Problem 329*

*Black plays, White dies.*

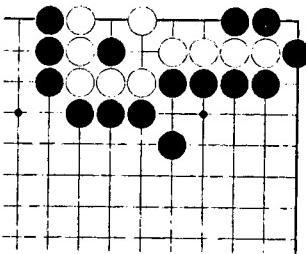
First play on the vital point,  
then rescue that stone.



*Problem 331*

*Black to play and live.*

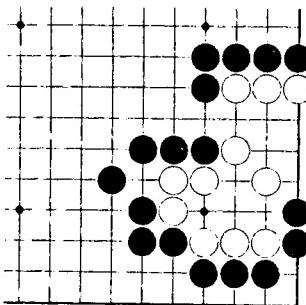
The key to this problem is how to capture the two white stones.



*Problem 328*

*Black plays, White dies.*

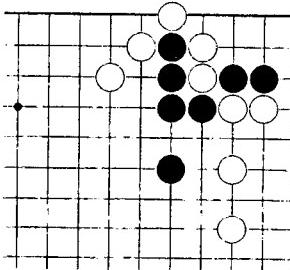
You have to make two successive sacrifices.



*Problem 330*

*Black plays, White dies.*

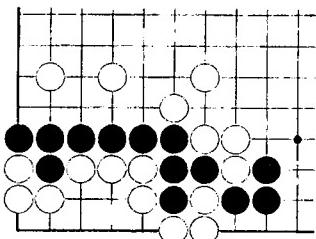
The order of moves is important in creating a shortage of liberties.



*Problem 332*

*Black to play and live.*

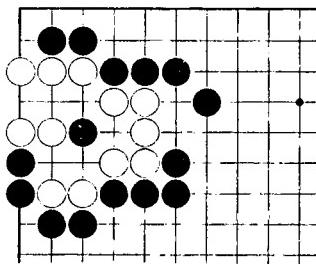
There's a way to rescue the two black stones in the corner.



*Problem 333*

*Black to play and live.*

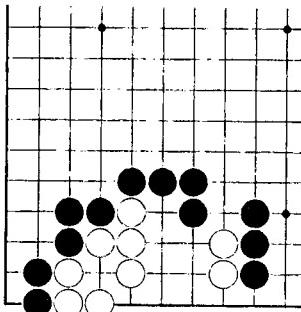
Black can save his stones by capturing three white ones.



*Problem 335*

*Black plays, White dies.*

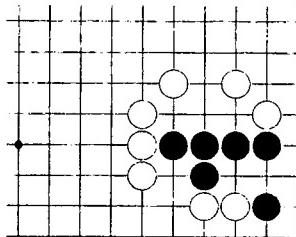
Where's the vital point?



*Problem 337*

*Black plays, White dies.*

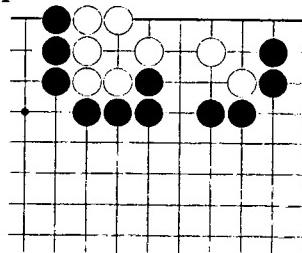
Play on the vital point.



*Problem 334*

*Black to play and live.*

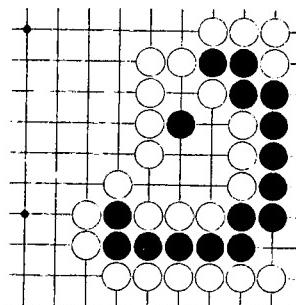
Black has to sacrifice a stone to make eyes for his group in the corner.



*Problem 336*

*Black plays, White dies.*

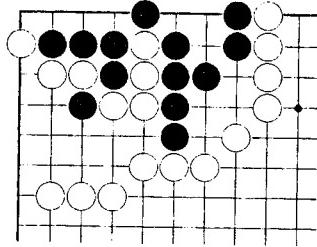
You can kill White by sacrificing two stones.



*Problem 338*

*Black to play and live.*

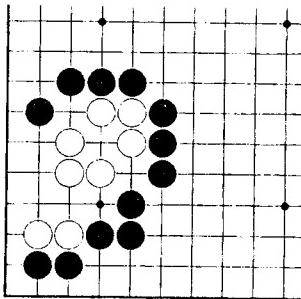
If Black captures three white stones, he can live.



*Problem 339*

*White plays, Black dies.*

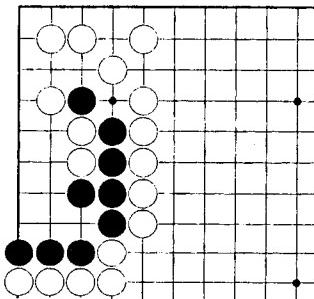
In order to kill Black, you have to sacrifice two stones.



*Problem 341*

*White to play and live.*

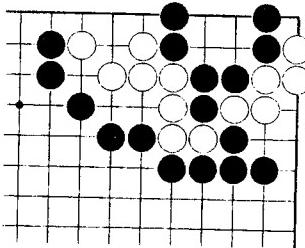
White has to make one more eye.



*Problem 343*

*Black to play and live.*

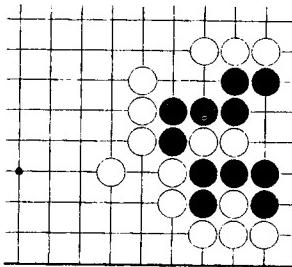
Black has to sacrifice a stone in order to live.



*Problem 340*

*White to play and live.*

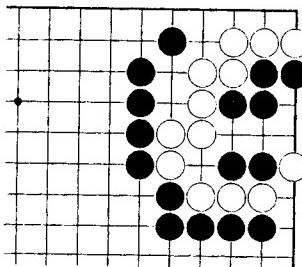
White has to sacrifice the five stones on the right if his other stones are to live.



*Problem 342*

*White plays, Black dies.*

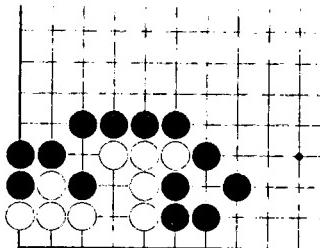
How to sacrifice the two white stones is the key.



*Problem 344*

*Black plays, White dies.*

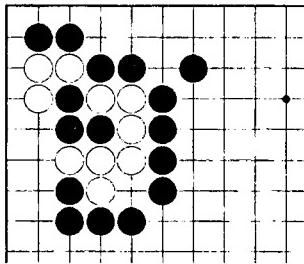
Don't let this situation become a seki. Kill all the white stones.



*Problem 345*

*Black plays, White dies.*

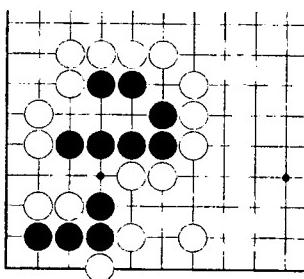
Make the five white stones  
short of liberties.



*Problem 347*

*Black plays, White dies.*

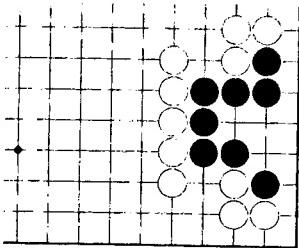
Think about the shape after  
the three black stones are captured.



*Problem 349*

*Black to play and live.*

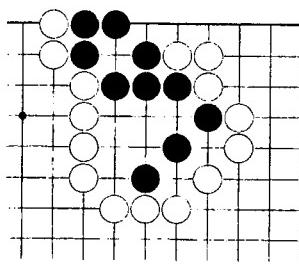
Black has to sacrifice a  
stone to live.



*Problem 346*

*Black to play and live.*

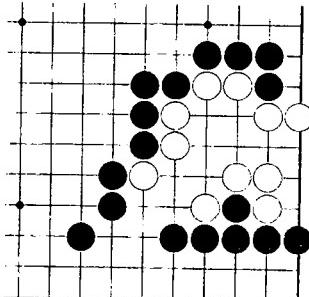
The order of moves is im-  
portant.



*Problem 348*

*Black to play and live.*

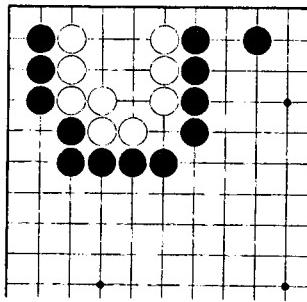
If you don't approach this  
problem thoughtlessly, you  
can expect Black to live.



*Problem 350*

*Black plays, White dies.*

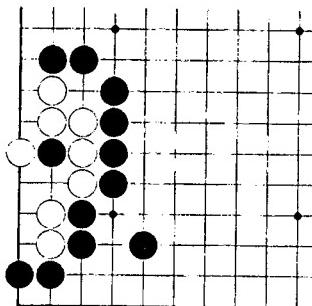
You have to make White  
short of liberties.



*Problem 351*

*Black plays, White dies.*

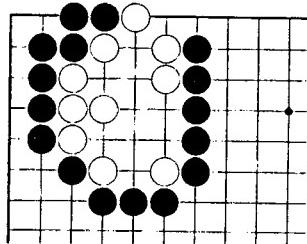
You have to decide on which side to hane.



*Problem 353*

*Black plays, White dies.*

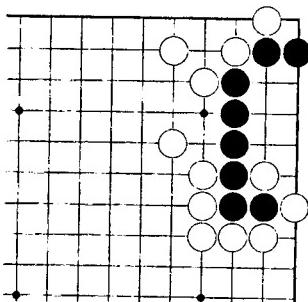
How should Black sacrifice the stone in atari.



*Problem 355*

*White to play and live.*

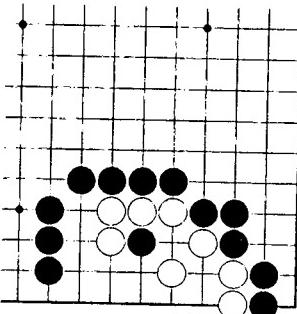
Make a move with two threats.



*Problem 352*

*Black to play and live.*

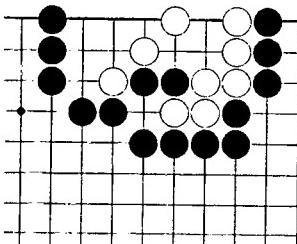
Black has to sacrifice a stone in order to live.



*Problem 354*

*Black plays, White dies.*

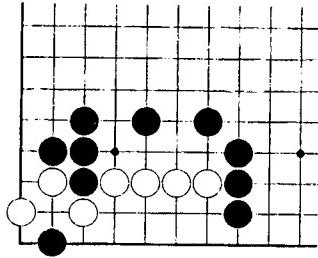
Attack the two white stones that are short of liberties.



*Problem 356*

*White to play and live.*

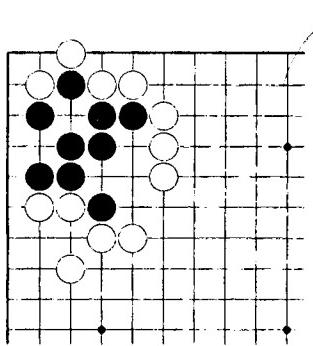
If you try to capture the two black stones too quickly, you will fail.



*Problem 357*

*White to play and live.*

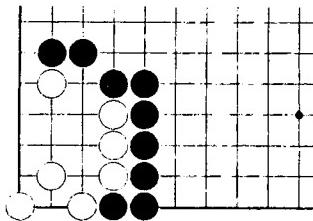
White has to give up two of his corner stones.



*Problem 359*

*Black plays and gets a ko.*

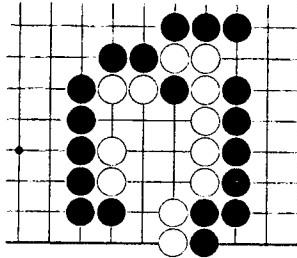
The only way Black can live is with a ko.



*Problem 361*

*Black plays, White dies.*

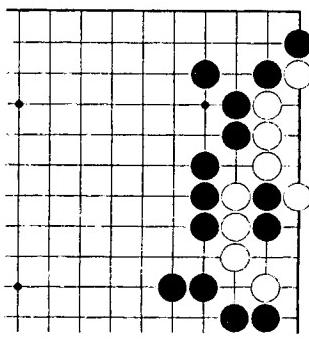
If you play on the vital point, you can capture all the white stones.



*Problem 358*

*White to play and live.*

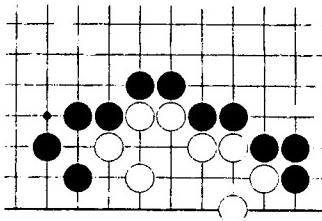
Give up the two stones on the edge.



*Problem 360*

*Black plays, White dies.*

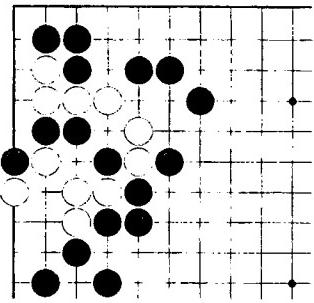
Don't let this position become a ko.



*Problem 362*

*Black plays, White dies.*

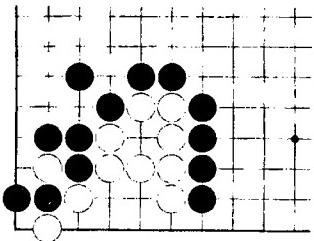
The order of moves is important.



*Problem 363*

*Black plays, White dies.*

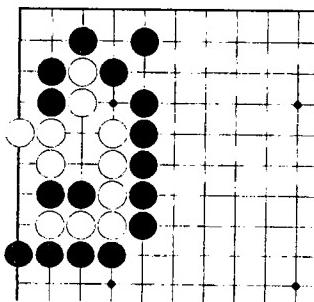
You have to create a shortage of liberties for the three white stones below.



*Problem 365*

*Black plays, White dies.*

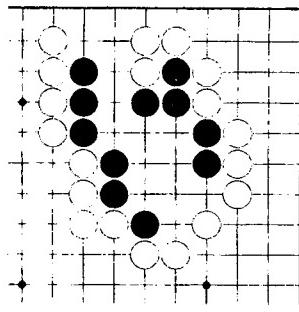
Make White short of liberties.



*Problem 367*

*Black plays, White dies.*

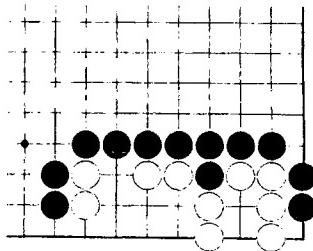
Create a shortage of liberties.



*Problem 364*

*Black to play and live.*

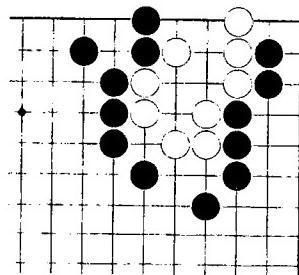
Play on the vital point for making eye shape.



*Problem 366*

*Black plays, White dies.*

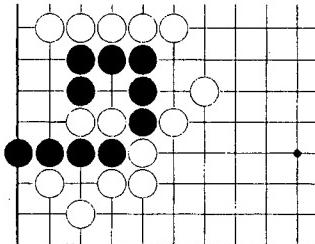
Make White's two stones on the left short of liberties.



*Problem 368*

*Black plays, White dies.*

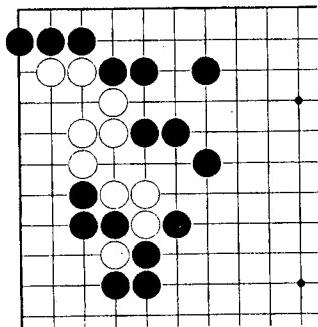
Utilize Black's stone on the first line.



Problem 369

*Black to play and live.*

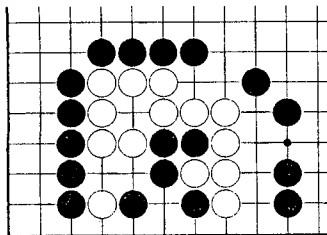
Black has to be satisfied with a seki.



Problem 371

*White to play and live.*

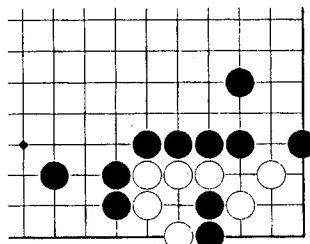
Utilize Black's shortage of liberties.



Problem 373

*White to play and live.*

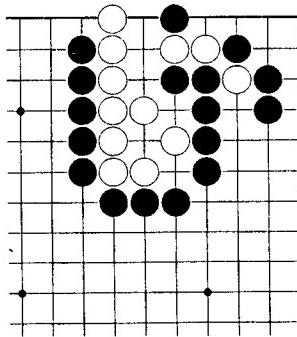
The correct order of moves enables you to capture some black stones and get two eyes.



Problem 370

*Black plays, White dies.*

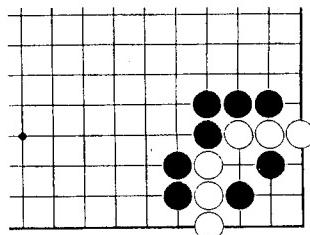
You can kill White by making him short of liberties.



Problem 372

*White to play and live.*

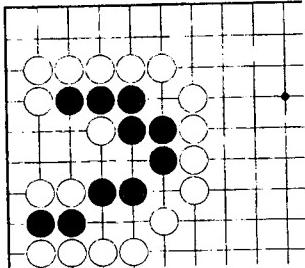
White can live because of his stone in atari.



Problem 374

*White to play and live.*

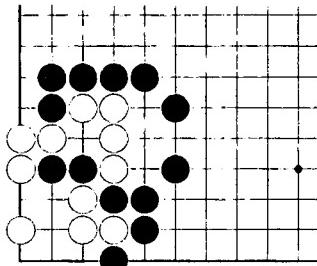
Be careful not to let Black turn the corner into a nakade.



Problem 375

*Black to play and live.*

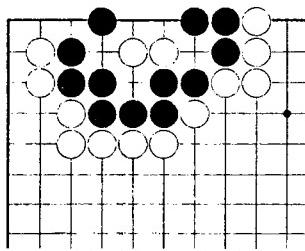
You must find the right way to capture the lone white stone.



Problem 377

*Black plays, White dies.*

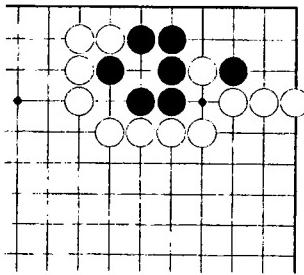
Create a shortage of liberties in the corner.



Problem 379

*Black to play and live.*

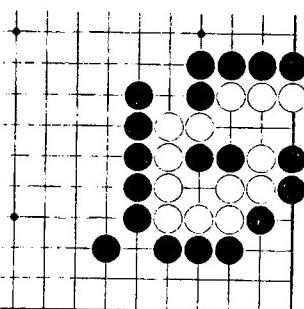
Don't let White make a nakade; turn this into a seki.



Problem 376

*Black to play and live.*

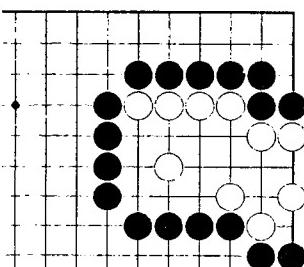
You have to utilize the black stone in the corner in the right way.



Problem 378

*Black plays, White dies.*

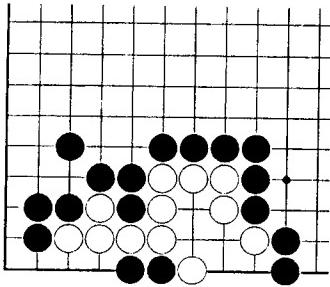
To kill White, you have to give up a black stone.



Problem 380

*Black plays, White dies.*

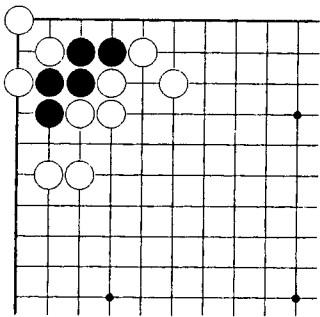
Strike at the vital point.



Problem 381

Black plays and gets a ko.

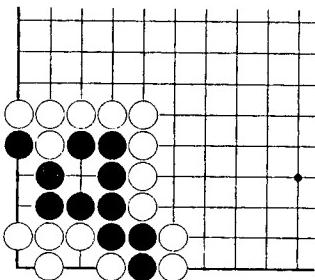
Make White short of liberties.



Problem 383

Black to play and live.

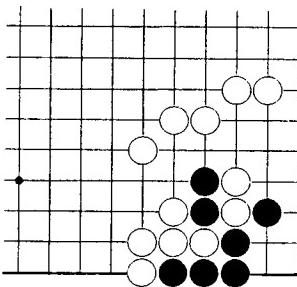
Black can create a double ko and live.



Problem 385

Black to play and live.

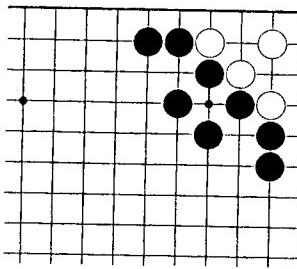
Black makes a double ko and wins the capturing race.



Problem 382

Black to play and live.

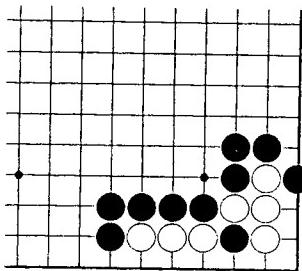
Black has to give up two stones in the center to make his others live.



Problem 384

Black plays, White dies.

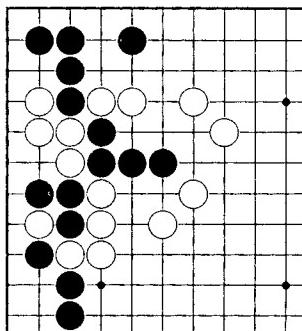
Black kills White with a double ko.



Problem 386

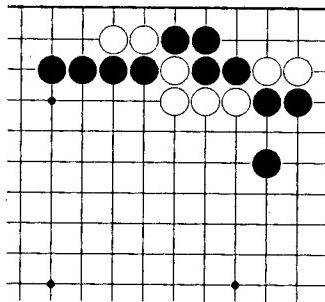
Black plays and gets a ko.

Black creates an approach-move ko.



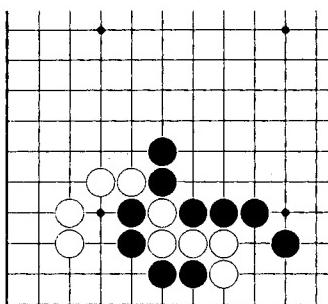
*Problem 387  
White plays and wins  
the capturing race.*

Create a shortage of liberties and even though Black's four stones have more liberties than White's, White can still win.



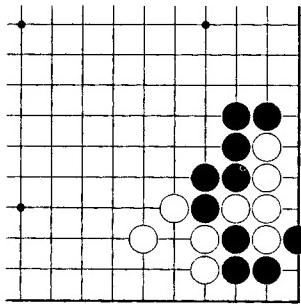
*Problem 388  
White plays and wins  
the capturing race.*

From which side should White attack the four black stones?



*Problem 389  
White plays and wins  
the capturing race.*

White has to sacrifice two stones.

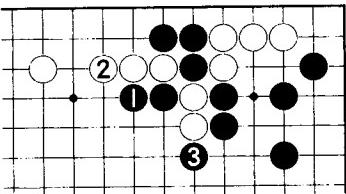


*Problem 390  
White plays and wins  
the capturing race.*

White will succeed if he can get a ko.

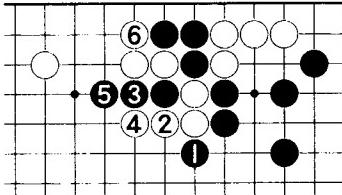
# **ANSWERS**

## PROBLEM 1



*Correct Answer*

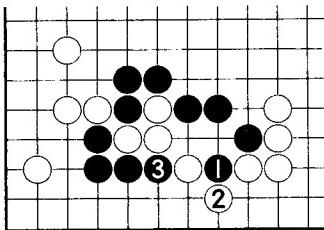
When Black plays 1, the points 2 and 3 become *miai*, so Black can capture some white stones in a ladder.



*Wrong Answer*

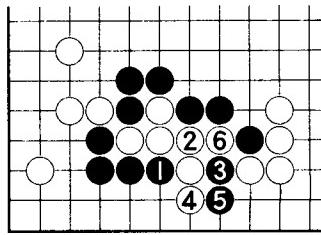
Playing *atari* with 1 first fails. Black must answer 4 with 5, after which White plays 6. The three black stones at the top will be captured.

## PROBLEM 2



*Correct Answer*

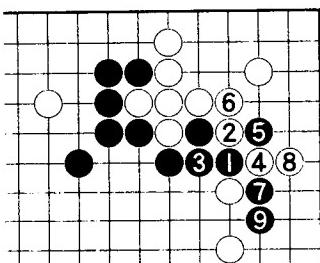
Black 1 is the *tesuji*. If White answers with 2, Black catches three white stones by playing 3.



*Wrong Answer*

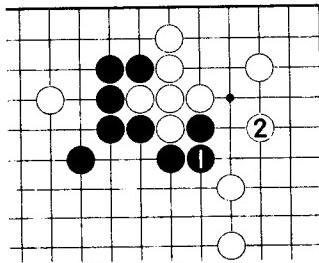
If Black plays 1 without any preparation, White plays the moves to 6, and Black has no follow-up.

## PROBLEM 3



*Correct Answer*

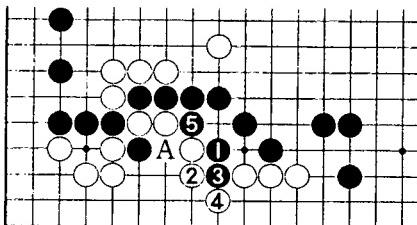
The open connection of Black 1 is correct. With the moves up to Black 9, White's two groups have been effectively separated.



*Wrong Answer*

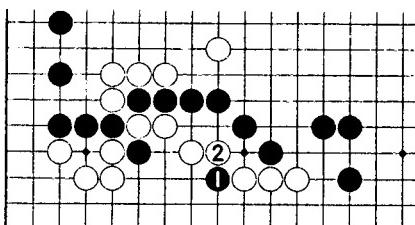
If Black makes a solid connection at 1, White plays 2 and his stones on the right side are linked up. Black has failed.

## PROBLEM 4



*Correct Answer*

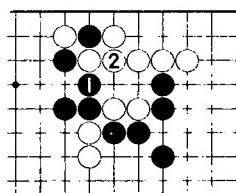
Black 1 is the *tesuji*. If White resists with 2 and 4, after Black 5, White must give up his two stones in *atari*. If White 2 at 3, Black A.



*Wrong Answer*

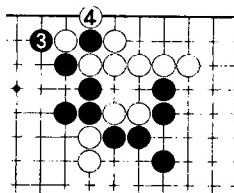
Black 1 may look like a *tesuji*, but after White 2, Black has no effective continuation.

## PROBLEM 5



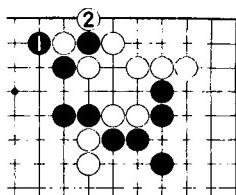
*Correct Answer*

It is correct to atari first with 1. White is forced to connect with 2, after which —



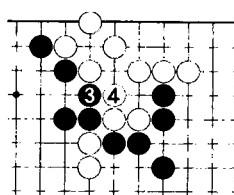
*Correct Answer Continuation*

Black ataris with 3. This is the correct order of moves.



*Wrong Answer*

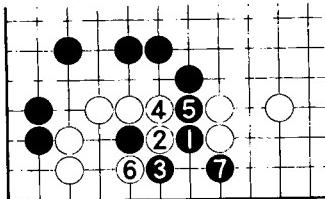
If Black first ataris with 1, of course White captures with 2.



*Wrong Answer Continuation*

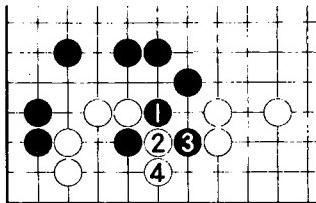
If Black now plays 3, White answers with 4, so Black's three stones are short of liberties. This result is inferior to the correct answer.

## PROBLEM 6



*Correct Answer*

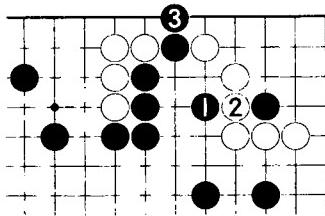
Black should jump down and attach at 1. If White resists with 2, the moves to 7 follow. White has been separated into two groups.



*Wrong Answer*

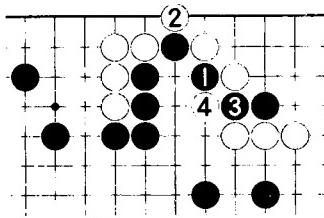
Black 1 does not work. White answers with 2 and 4, and Black has run out of moves. The white position is still intact as one group.

## PROBLEM 7



*Correct Answer*

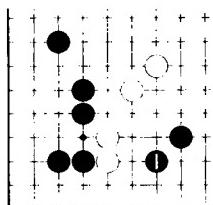
Peeping with Black 1 is the key move. White has no choice but to defend at 2 and limit his loss. Black can now isolate the four white stones at the top with 3.



*Wrong Answer*

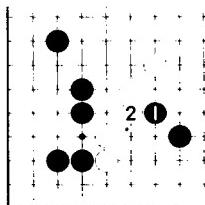
Black 1 fails. Black may try 3 in response to 2, but after White 4 he has no follow-up.

## PROBLEM 8



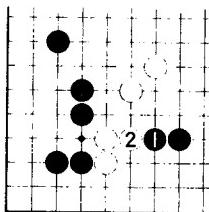
*Correct Answer*

Black 1 destroys the base of White's group while making good shape for his stones on the right.



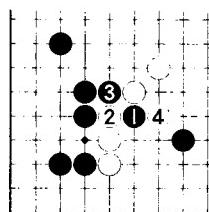
*Wrong Answer 1*

Black 1 here may attack the white stones, but the black stones are heavy and make an inefficient shape.



*Wrong Answer 2*

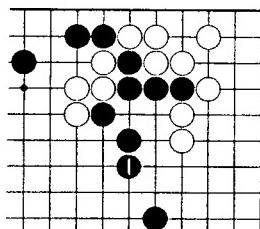
Black 1 is too direct. After White 2, Black's stones on the right are heavy and vulnerable to attack.



*Wrong Answer 3*

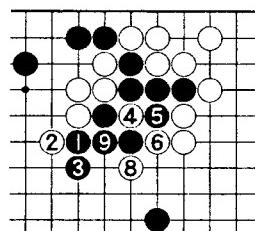
Trying to separate the stones below from the ones at the top with 1 and 3 fails after White plays 4. Clearly, Black 1 in the correct answer is best, since it gives Black good shape.

### PROBLEM 9



*Correct Answer*

Extending to 1 is the move that prevents Black's shape from collapsing.

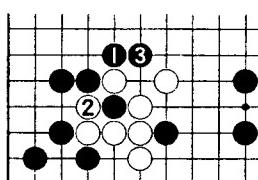


*Wrong Answer*

7: connects at 4

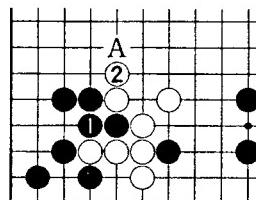
If Black tries to attack White's stones with 1, White exchanges 2 for 3, then turns Black's group into a shapeless clump of stones up to 8.

### PROBLEM 10



*Correct Answer*

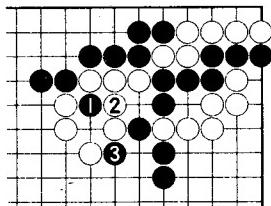
The stone in atari is not important. Black *ataris* with 1 and continues to attack White's group with 3.



*Wrong Answer*

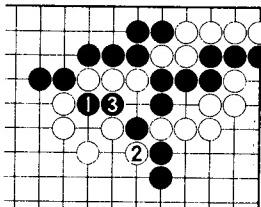
If Black rescues his stone with 1, White plays either 2 or A and he will have no problem with these stones.

## PROBLEM 11



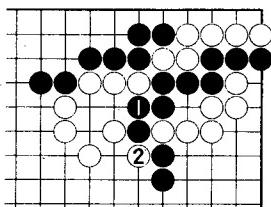
*Correct Answer 1*

Black should cut at 1. If White answers with 2, Black plays 3 and is connected to the outside. White can't cut off the seven black stones because he is short of liberties.



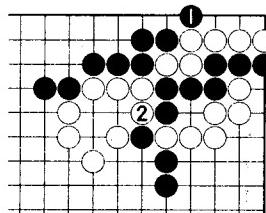
*Correct Answer 2*

If White cuts from the outside with 2, Black plays 3, capturing three white stones.



*Wrong Answer 1*

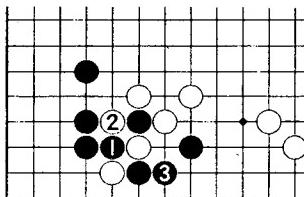
If Black simply connects at 1, White cuts with 2, so the black stones will die.



*Wrong Answer 2*

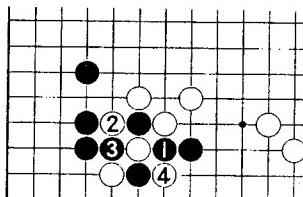
Black 1 is futile. After White 2, it is clear that Black cannot win the capturing race.

## PROBLEM 12



*Correct Answer*

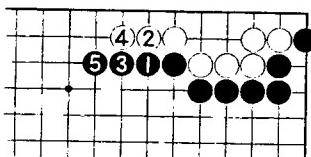
Black 1 enables Black to link up without any problems.



*Wrong Answer*

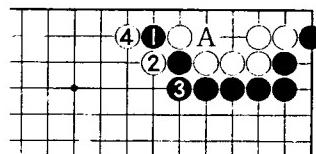
If Black plays from the other side, White gets a *ko* by playing 2 and 4.

## PROBLEM 13



*Correct Answer*

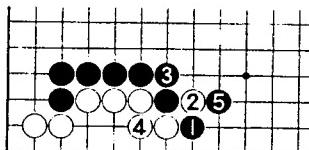
Extending to 1 is correct. If White keeps pushing along the second line, it is to Black's advantage to keep extending with 3 and 5.



*Wrong Answer*

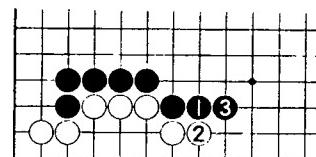
Trying to confine White to the corner with 1 is unreasonable. White easily breaks out with 2 and 4. Note that now a move at A is not a threat.

## PROBLEM 14



*Correct Answer*

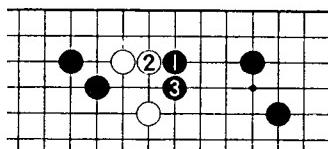
Black 1 is correct. White must come back and connect at 4. Finally, Black catches the stone at 2 in a ladder, confining White to the corner.



*Wrong Answer*

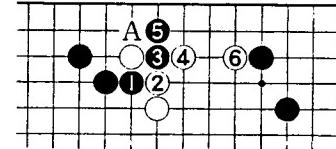
In this position, extending with 1 and 3 is passive. Black has failed to take full advantage of White's weak position.

## PROBLEM 15



*Correct Answer*

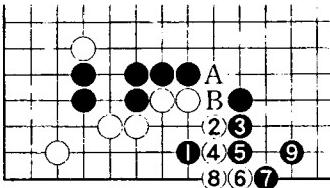
Extending to 1 robs White of his base and increases Black's territory at the same time.



*Wrong Answer*

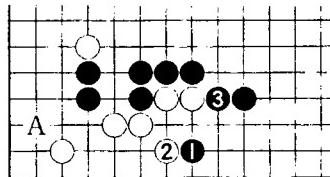
The sequence to 5 enables Black to capture a stone, but White 6 puts Black in a dilemma. He must either capture a stone with A and lose his advantage in the corner, or defend the corner and lose two of his own stones when White plays at A.

## PROBLEM 16



*Correct Answer 1*

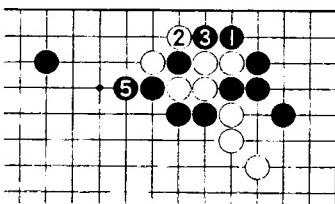
Black 1 is the vital point. Even though White can capture this stone, White is confined to the left side. Later Black can play A or B in *sente*.



*Correct Answer 2*

If White answers 1 with 2, Black plays 3, again confining White to the left. Later Black can threaten the life of the white stones with A.

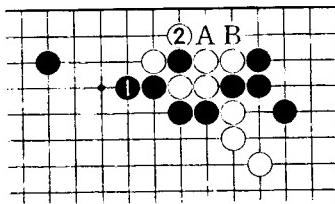
## PROBLEM 17



*Correct Answer*

4: connects

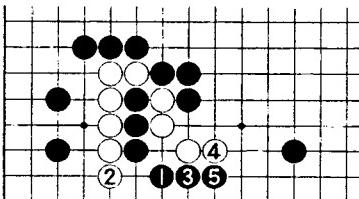
The *ataris* of Black 1 and 3, followed by 5, kill the white stones. White 2 at 3 leads to an immediate capture.



*Wrong Answer*

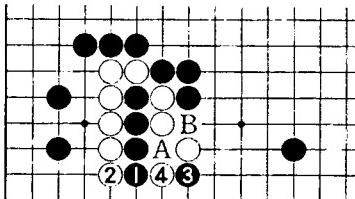
If Black plays 1, White is alive after capturing at 2. If Black 1 at A, White B, and Black must go back to defend the stones on the outside, letting White easily get two eyes.

## PROBLEM 18



*Correct Answer*

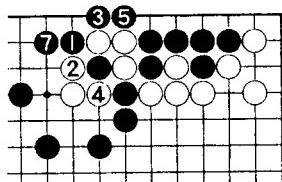
The diagonal move of 1 enables Black to link up with his stone on the right. If 2 at 3, Black plays 2 and links up with the stones on the left.



*Wrong Answer*

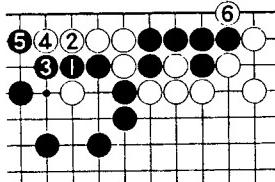
Black 1 enables White to capture four stones with 2 and 4. If Black plays 1 at A, White responds with B, so the black stones cannot escape.

## PROBLEM 19



*Correct Answer*

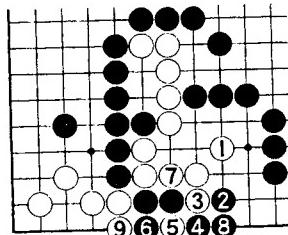
Black squeezes White with 1, 3 and 5, then draws back with 7. The white stones have no way to escape.



*Wrong Answer*

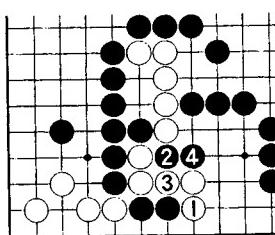
If Black saves one stone with the moves to 5, he loses the six on the right after White plays 6.

## PROBLEM 20



*Correct Answer*

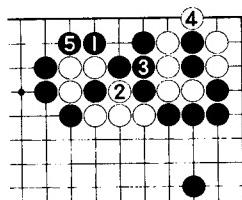
White 1 is the move that saves all his stones. After 9, if Black plays at 5, he loses all his stones on the edge.



*Wrong Answer*

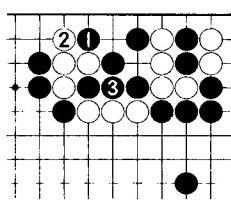
White 1 captures two stones at the bottom, but he loses five of his stones above.

## PROBLEM 21



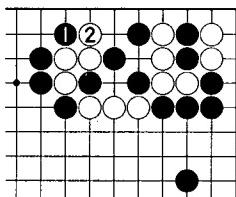
*Correct Answer 1*

Black should atari with 1. If White captures with 2, Black plays 3 and 5, connecting with good shape.



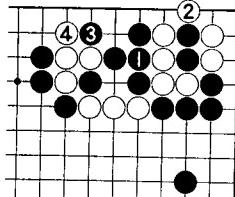
*Correct Answer 2*

If White resists with 2, Black connects with 3, so White loses four stones at the top.



*Wrong Answer 1*

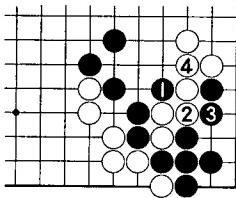
Black 1 here ends with the loss of Black's four stones after White plays 2.



*Wrong Answer 2*

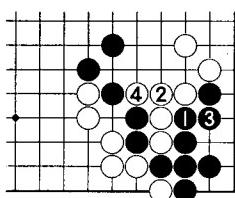
If Black first ataris with 1 and then plays 3, White will play 4 and Black now loses his stones at the top.

## PROBLEM 22



*Correct Answer*

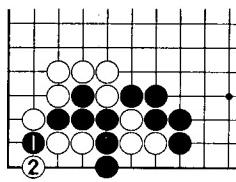
Black 1 and 3 enable Black to live in the corner with sente.



*Wrong Answer*

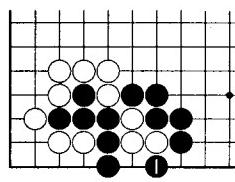
If Black ataris from the other direction, he lives with 3, but White can capture two stones with 4.

## PROBLEM 23



*Correct Answer*

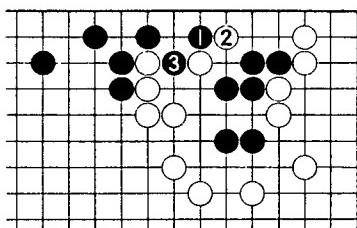
Black sacrifices a stone with 1. White must answer at 2, and Black plays elsewhere; he can now capture the white stones any time he wants.



*Correct Answer*

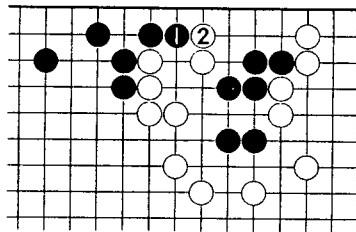
If Black directly captures with 1, White will play elsewhere, so Black has lost sente.

## PROBLEM 24



*Correct Answer*

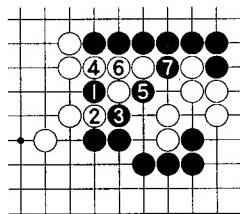
After Black 1 and 3, there is no way that White can prevent Black from linking up.



*Wrong Answer*

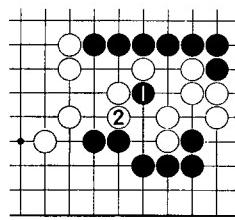
If Black plays 1, there is no way for Black to rescue his six stones on the right after White 2.

## PROBLEM 25



*Correct Answer*

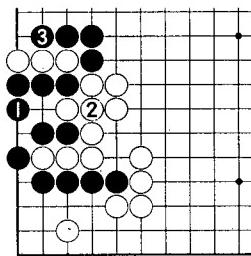
Black 1, followed by the sequence to 7, is the way that Black captures the six white stones on the right.



*Wrong Answer*

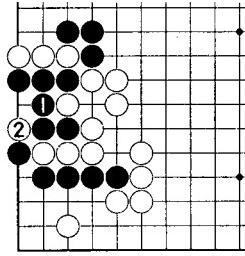
Black 1 fails, since after 2 White's stones are linked to the outside.

## PROBLEM 26



*Correct Answer*

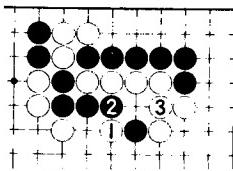
Black 1 aims to sacrifice two stones, yet his connection on the first line will still be secure.



*Wrong Answer*

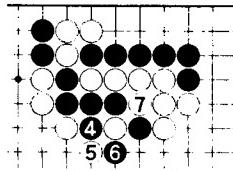
If Black plays 1, he loses his corner stones immediately after White double-ataris at 2.

## PROBLEM 27



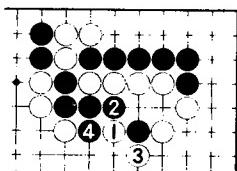
*Correct Answer*

If Black resists White 1 with 2, connecting at 3 is the key move.



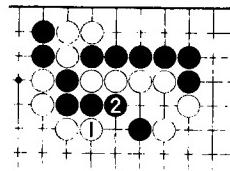
*Continuation*

Trying to break out with Black 4 and 6 leads to a ladder.



*Wrong Answer 1*

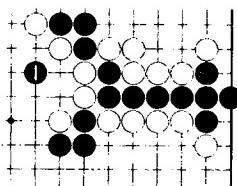
If White 3, Black easily breaks out into the center with 2 and 4.



*Wrong Answer 2*

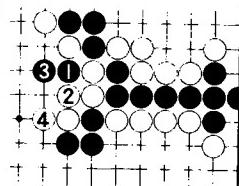
White 1 also fails. After 2, White can't prevent Black from escaping.

## PROBLEM 28



*Correct Answer*

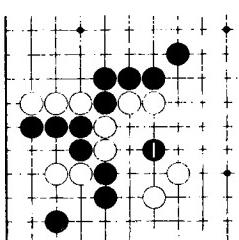
When Black plays 1, White loses his two key stones.



*Wrong Answer*

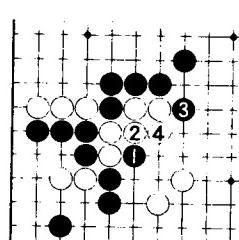
Black 1 and 3 let White escape with 2 and 4.

## PROBLEM 29



*Correct Answer*

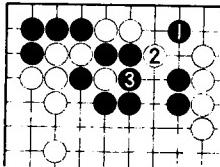
After 1, White loses the two stones imprisoning the black ones.



*Wrong Answer*

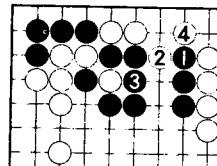
Black 1 is a crude move. After White 4, Black has no follow-up.

### PROBLEM 30



*Correct Answer*

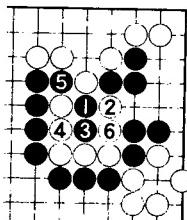
After 1, White can't stop Black from capturing two stones at the top.



*Wrong Answer*

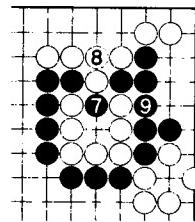
Black 1 fails after White links up with 2 and 4.

### PROBLEM 31



*Correct Answer*

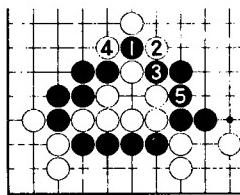
After Black plays 1, he sacrifices two stones with the sequence to 5. After White captures with 6 –



*Continuation*

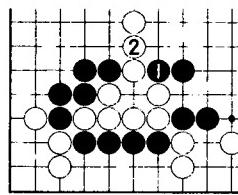
Black throws in a stone with 7. After 9, White can't capture because he is short of liberties.

### PROBLEM 32



*Correct Answer*

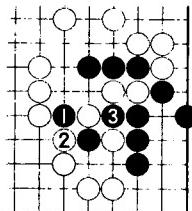
Black 1 is the key move. Black then captures White up to 5.



*Wrong Answer*

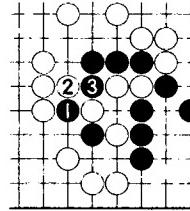
Exchanging 1 for 2 fails. Black will now lose his four stones below.

### PROBLEM 33



*Correct Answer 1*

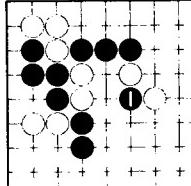
After Black 1, no matter what White does he cannot prevent the capture of his two stones



*Correct Answer 2*

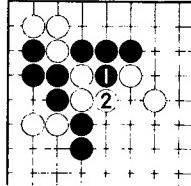
Blocking from above with White 2 is answered by 3. White can't connect because he is short of liberties.

### PROBLEM 34



*Correct Answer*

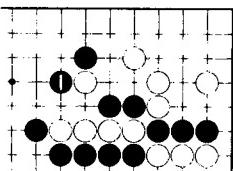
After Black 1, White has no way to save his two endangered stones.



*Wrong Answer*

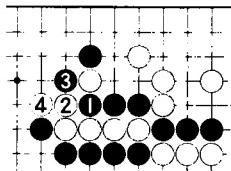
If Black exchanges 1 for 2, White escapes into the center.

### PROBLEM 35



*Correct Answer*

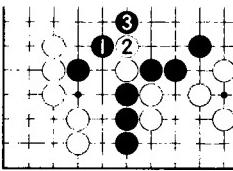
After Black 1, the four white stones in the center cannot escape.



*Wrong Answer*

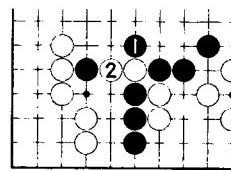
Attacking directly with 1 and 3 fails because the ladder doesn't work.

### PROBLEM 36



*Correct Answer*

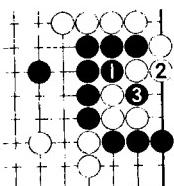
Jumping ahead of the white stone with Black 1 leads to its capture.



*Wrong Answer*

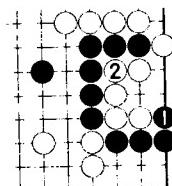
Black 1 is a crude move that has no follow-up.

### PROBLEM 37



*Correct Answer*

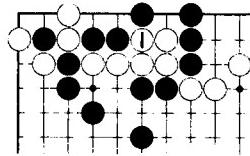
Black 1, followed by 3, creates a shortage of liberties, preventing White from rescuing his three stones.



*Wrong Answer*

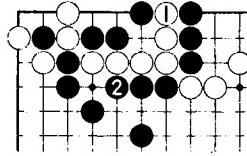
If Black plays 1, White connects with 2, and there is no way that Black can capture White's stones.

## PROBLEM 38



*Correct Answer*

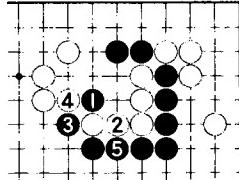
White 1 is the vital point. The two black stones here can no longer avoid capture.



*Wrong Answer*

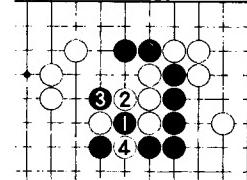
If White plays 1, he creates a shortage of liberties for his stones, so Black will capture them.

## PROBLEM 39



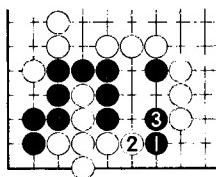
*Correct Answer*

Attaching with 1 is the vital point. Resistance by White with 2 and 4 is futile.



*Wrong Answer*

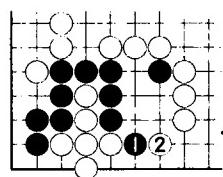
Black 1 and 3 lead nowhere. When White captures with 4, Black's attack has petered out.



*Correct Answer*

Black 1 seals the fate of the six white stones. Resistance with 2 is futile.

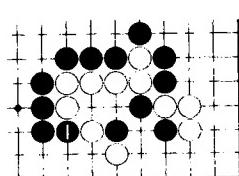
## PROBLEM 40



*Wrong Answer*

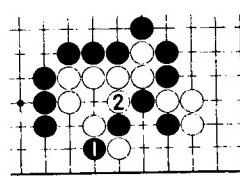
If Black 1, White 2; Black can't keep the white stones on the left separated from the ones on the right.

## PROBLEM 41



*Correct Answer*

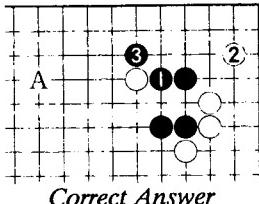
If Black simply plays 1, White can't rescue his six stones.



*Wrong Answer*

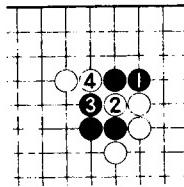
After White plays 2, it is obvious that Black 1 has failed.

## PROBLEM 42



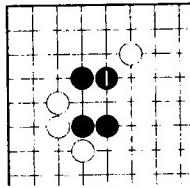
*Correct Answer*

Black should make a 'bamboo joint' with 1. White plays 2, and Black 3 or A is the joseki.



*Wrong Answer*

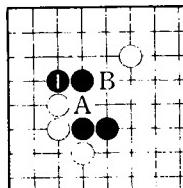
If Black plays 1, White will push through and cut with 2 and 4, leaving Black with an unsatisfactory position.



*Correct Answer*

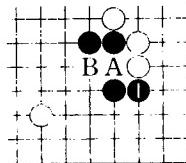
In this case, it is joseki to block at Black 1. If White now pushes through at A, Black responds with B.

## PROBLEM 43



*Wrong Answer*

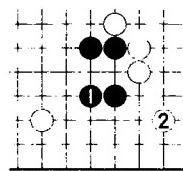
In this position, 1 is a passive move which leaves Black at a disadvantage.



*Correct Answer*

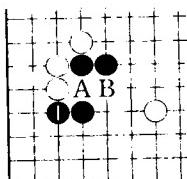
Blocking at 1 is the joseki. If White plays A, Black can block at B.

## PROBLEM 44



*Wrong Answer*

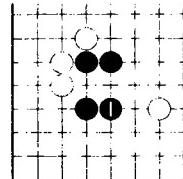
Black 1 lets White take the corner and Black gets no compensation.



*Correct Answer*

Blocking at 1 is again correct. If White A, Black blocks at B.

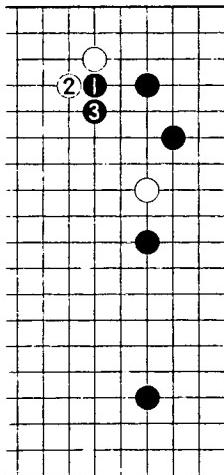
## PROBLEM 45



*Wrong Answer*

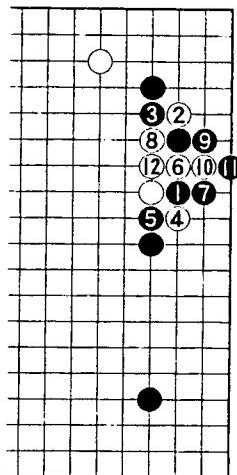
Making a bamboo joint with 1 again leaves Black at a disadvantage.

## PROBLEM 46



*Correct Answer*

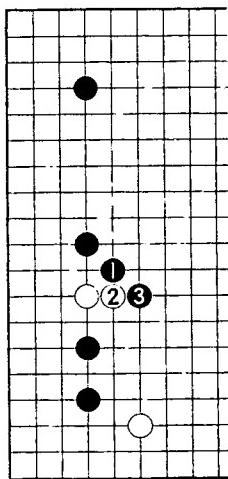
Black should first attach and extend with 1 and 3. After making a wall at the top, he can attack the white stone on the right



*Wrong Answer*

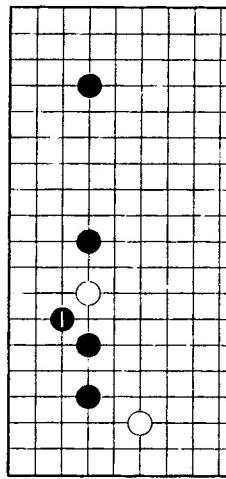
If Black attaches underneath with 1, White plays the sequence to 12 and Black finds himself in an extremely unfavorable position.

## PROBLEM 47



*Correct Answer*

Black should attack with 1 and 3. There are many possibilities after this, but none will be unfavorable for Black.



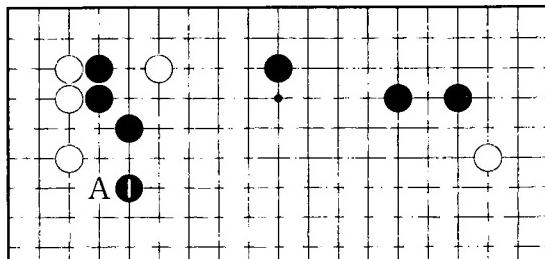
*Wrong Answer*

Moves such as Black 1, which is purely defensive, are inferior. In handicap games, it is important to think first and foremost of attacking White.

## PROBLEM 48

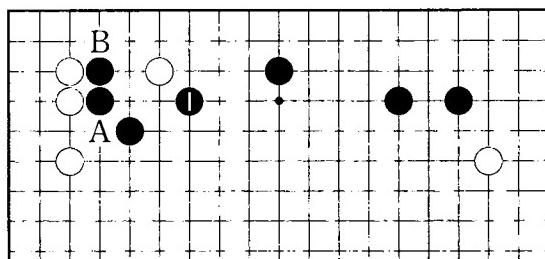
### *Correct Answer*

Both Black 1 and A are correct. In positions such as this, it is important to think of building large frameworks rather than going after single stones.

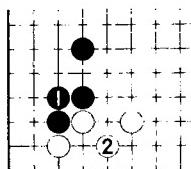


### *Wrong Answer*

Trying to catch the white stone with Black 1 is bad. White can play A and B in sente and even though Black will capture the white stone, his result is unfavorable.

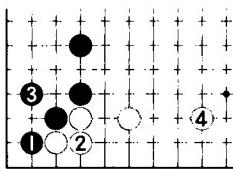


## PROBLEM 49



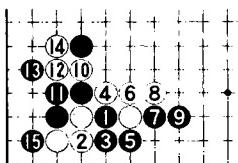
### *Correct Answer 1*

Black has many ways to respond, but Black 1 here is the simplest.



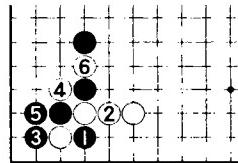
### *Correct Answer 2*

Black could also play 1. The moves to White 4 are standard.



### *Correct Answer 3*

There is also the sequence to 14, where Black takes the corner and gives White the outside.



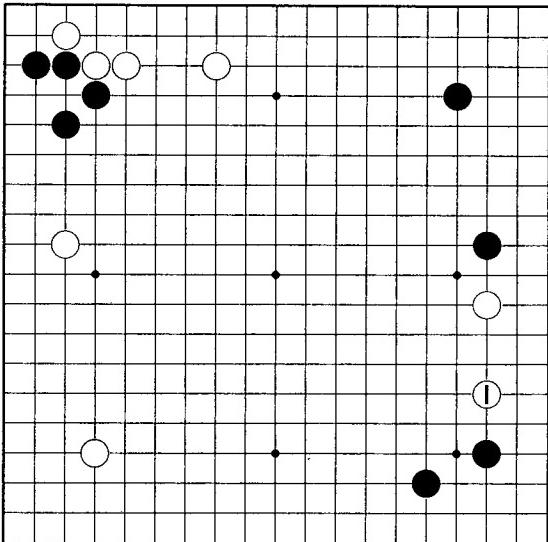
### *Wrong Answer*

The sequence in this diagram would be bad for Black in almost every case.

### **PROBLEM 50**

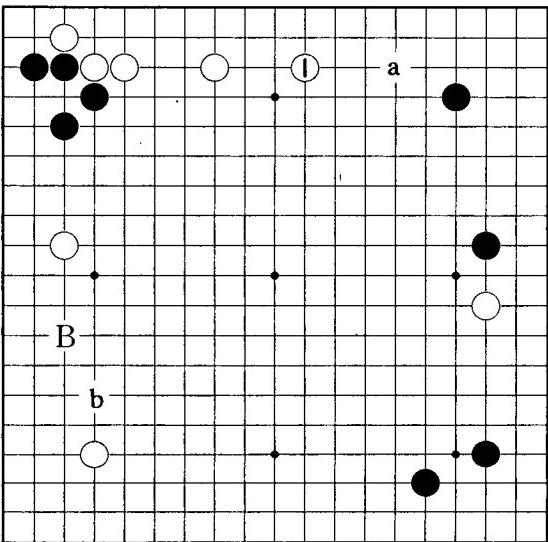
### *Correct Answer*

White 1 is the best choice because this move establishes a base for White on the right.



## *Wrong Answer*

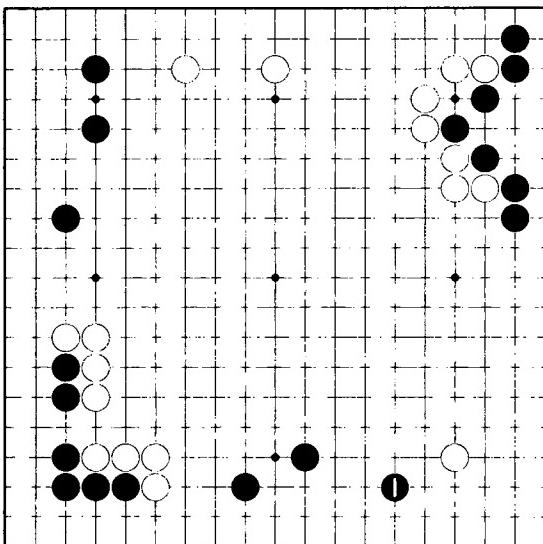
White 1 is bad. If White were going to play in this area, a move at 'a' would be standard. White 1 makes White overconcentrated: it strengthens an already secure position. White B is also bad. If White were going to play on the left side, 'b' would be the standard move.



## PROBLEM 51

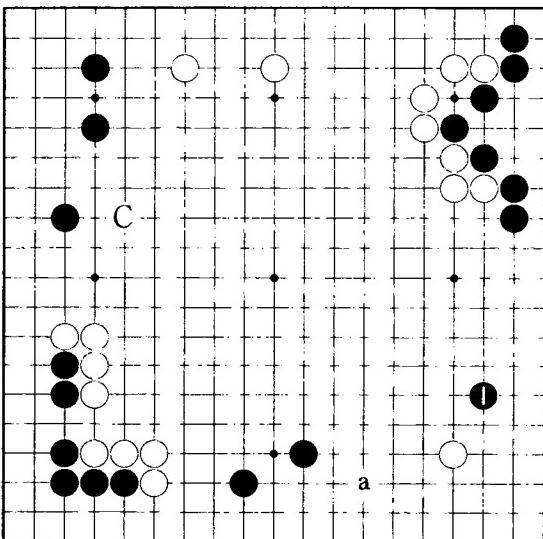
### *Correct Answer*

Black 1 is a good move because it is both an extension and an approach move. This move also establishes a secure base at the bottom for the three black stones there. This is important because White's stones on the left are strong, so Black's two stones at the bottom could come under attack.



### *Wrong Answer*

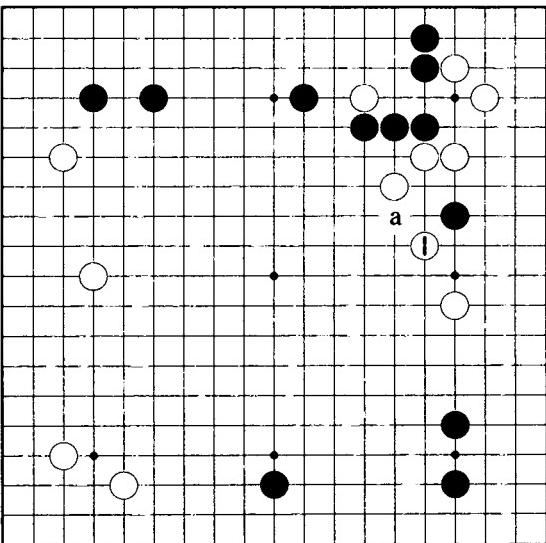
White would be grateful if Black were to play 1. He could then respond by playing a good attacking move at 'a'. Black C is certainly a good point, but it lacks the urgency of Black 1 in the Correct Answer diagram.



## PROBLEM 52

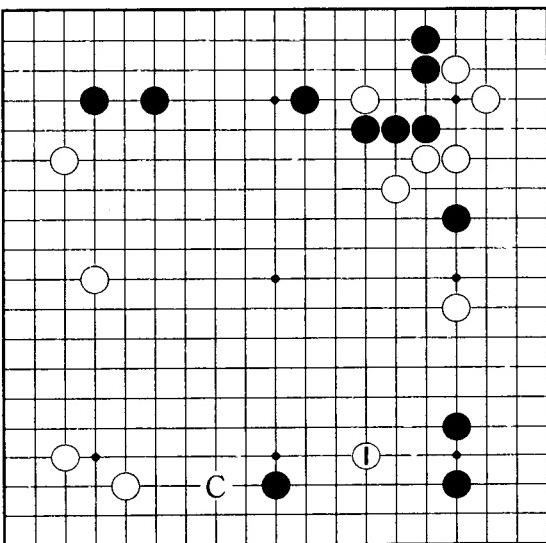
### *Correct Answer*

White 1 is a good move because it traps the lone black stone on the right side. If White were to play any other move, Black would play 'a' and what was previously a weak stone would now become a strong one.



### *Wrong Answer*

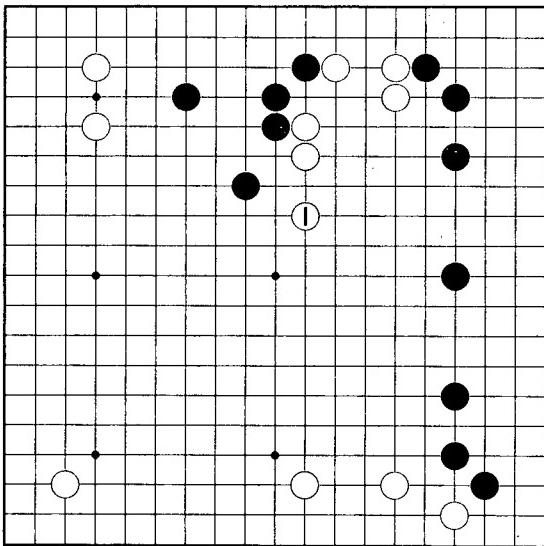
This is not the time for White to invade at 1. Nor should White play C, although locally it is an excellent point. Were White to play either of these moves, Black would move out into the center with his stone on the upper right.



## PROBLEM 53

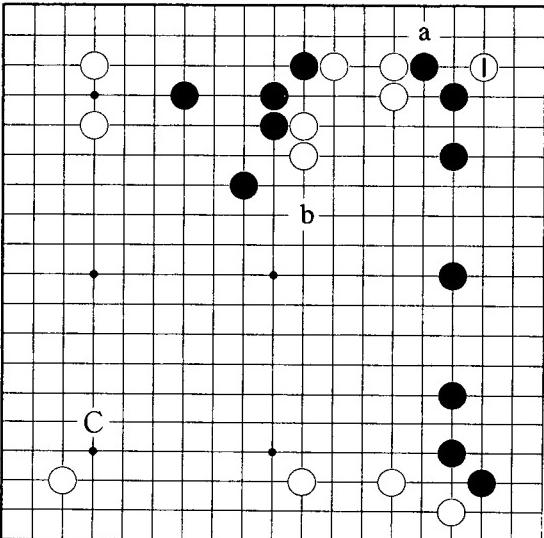
### *Correct Answer*

Jumping out into the center with 1 prevents an attack on White's stones at the top. There are many good moves on the left side and bottom that White could play, but they would let Black attack White by playing at 1.

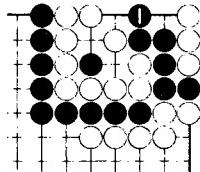


### *Wrong Answer*

If White were to invade the corner with 1, Black would play at 'a', severely weakening the five white stones at the top. Again, White C would be answered by a black attack at 'b'.

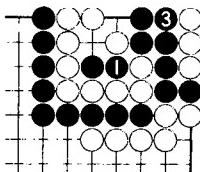


## PROBLEM 54



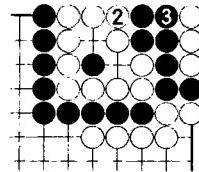
*Correct Answer*

When Black plays 1, the white stones are dead as they stand. If White were to struggle on —



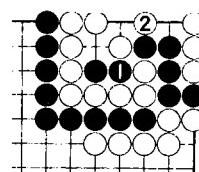
*Continuation 2*

If Black were called upon to prove that White's stones were dead, he could play 1 and 3, and again he wins the capturing race by one move.



*Continuation 1*

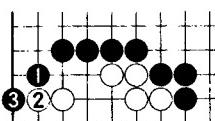
Black would answer White 2 by taking three stones with 3, winning the capturing race by one move.



*Wrong Answer*

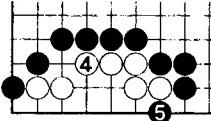
Black 1, as the first move, enables White to take the vital point with 2. Now White can capture the black stones on the left on by winning a ko.

## PROBLEM 55



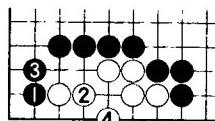
*Correct Answer*

After Black 1 and 3, White can't live.



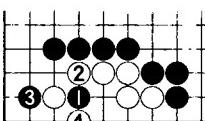
*Continuation*

If White plays 4, Black plays 5 and it is clear that White is dead.



*Wrong Answer 1*

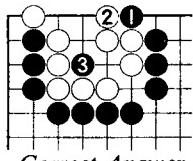
If Black attaches at 1, White lives with 2 and 4. Black 1 looks like a severe move, but it fails.



*Wrong Answer 2*

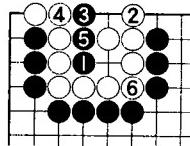
Black 1 also fails when White makes the obvious responses of 2 and 4.

## PROBLEM 56



*Correct Answer*

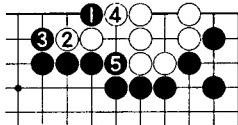
Black kills White by attacking at 1. If White replies with 2, Black plays 3 and White is dead.



*Wrong Answer*

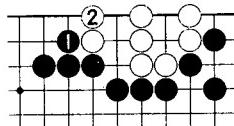
Black 1 is not the vital point. White can now turn the situation into a seki by playing the sequence to 6.

## PROBLEM 57



*Correct Answer*

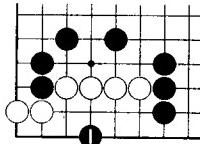
If White tries to get a second eye with 2 and 4, Black kills him with 5.



*Wrong Answer*

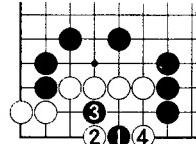
Black 1 lets White easily make his second eye with 2.

## PROBLEM 58



*Correct Answer*

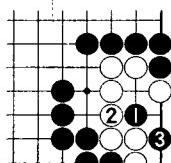
If Black slides to 1, White is able to make only one eye, so he is dead.



*Wrong Answer*

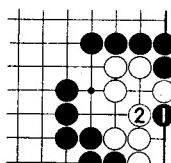
Black 1 gives White too much space, so he can live with 2 and 4.

## PROBLEM 59



*Correct Answer*

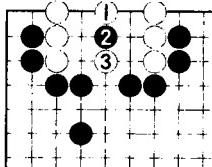
Attacking with Black 1 and 3 kills the white stones.



*Wrong Answer*

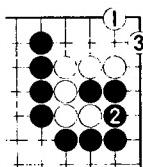
If Black ataris with 1, White will play 2 and live with ko.

### **PROBLEM 60**



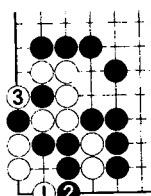
### **Correct Answer**

If White plays on the central point with 1, he can easily live.



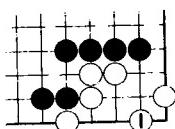
**Correct Answer**

White plays on the 2-1 point — the vital point of the corner. If Black defends his two stones with 2, White makes two eyes in the corner with 3.



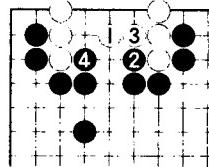
**Correct Answer**

White gets his eye in the corner when he plays 1. After 2, White gets his second eye by capturing with 3.



### **Correct Answer**

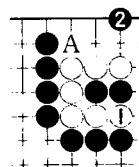
By taking the 2-1 point with 1, White is able to make two eyes.



## *Wrong Answer*

White 1 is on a central point, but the wrong one. 2 and 4 kill White.

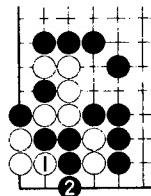
### **PROBLEM 61**



### *Wrong Answer*

White captures two stones, but he can't get a second eye after Black 2. If White instead plays at A, Black plays at 1 and White is dead.

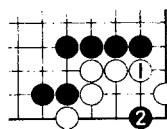
### **PROBLEM 62**



## *Wrong Answer*

If White ataris with 1, he fails because after Black 2, he can't get his second eye in the corner.

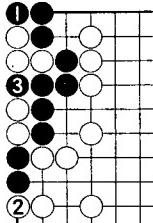
### **PROBLEM 63**



### *Wrong Answer*

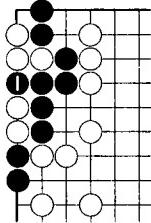
If White 1, Black will take the vital point with 2, killing White.

## PROBLEM 64



*Correct Answer*

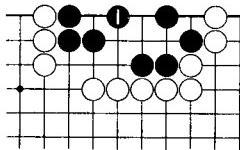
If Black 1, White can't connect (it is illegal). He can then capture both groups of stones with one move.



*Wrong Answer*

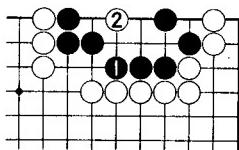
If Black captures two stones with 1, White throws in a stone with 2, so Black is dead.

## PROBLEM 65



*Correct Answer*

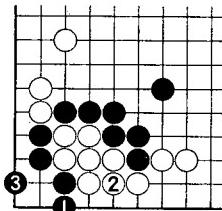
Black 1 is the vital point for making two eyes.



*Wrong Answer*

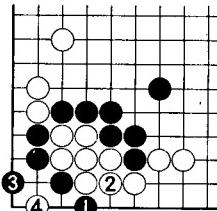
If Black 1, White plays 2, and Black is dead.

## PROBLEM 66



*Correct Answer*

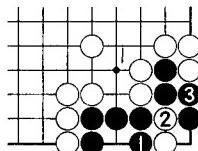
Playing 1 gives Black two options for getting two eyes: 2 or 3. If White takes one, Black takes the other.



*Wrong Answer*

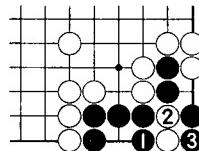
Playing atari with 1, followed by 3, fails. White plays 4 and Black is dead.

## PROBLEM 67



*Correct Answer*

Black lives with 1 and 3. If White captures the four stones on the right, Black ataris White's stones by playing on the point just above 2, getting his second eye when he captures them.

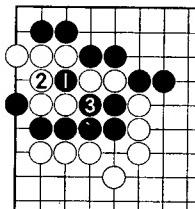


*Wrong Answer*

4: at 2

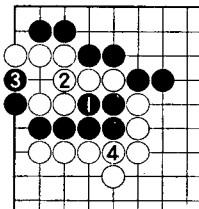
If Black immediately captures two stones with 3, White throws in with 4 and destroys Black's second eye.

## PROBLEM 68



*Correct Answer*

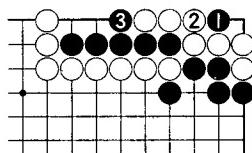
Sacrificing a stone with 1 and giving atari with 3 kills the white stones.



*Wrong Answer*

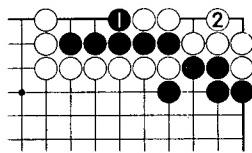
The atari of Black 1 is too slow. Black loses the capturing race when White plays 4.

## PROBLEM 69



*Correct Answer*

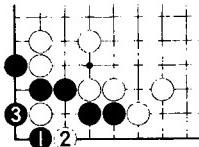
Black 1 is the vital point. If White 2, White is dead after Black 3.



*Wrong Answer*

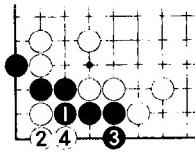
If Black lets White play 2, the position turns into a ko.

## PROBLEM 70



*Correct Answer*

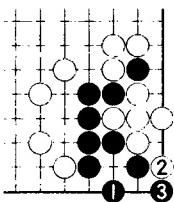
Clamping with Black 1 is the vital point for creating a ko in the corner.



*Wrong Answer*

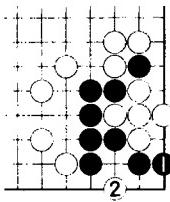
If Black plays 1, all his stones are dead as they stand after White 4.

## PROBLEM 71



*Correct Answer*

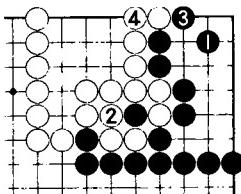
Black 1 and 3 turn the corner into a ko. If Black wins this ko, he can get his second eye and live.



*Wrong Answer*

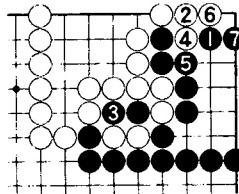
If Black plays 1, White strikes at the vital point with 2 and Black is dead.

## PROBLEM 72



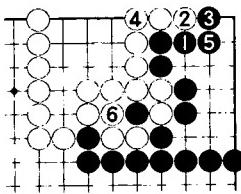
*Correct Answer*

Jumping to Black 1 is the correct answer. After this the sequence to White 4 follows.



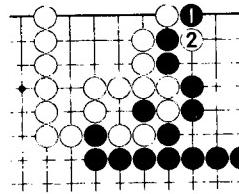
*Alternate Sequence*

White could also play 2. Black would then capture with 3. The result is the same as in the correct answer.



*Wrong Answer 1*

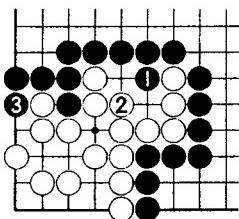
This result is two points worse for Black than the correct answer.



*Wrong Answer 2*

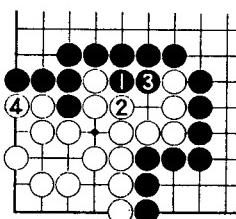
Blocking at 1 would result in a huge loss for Black.

## PROBLEM 73



*Correct Answer*

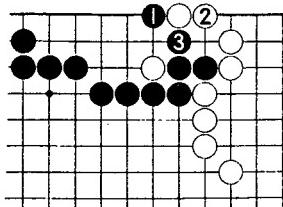
Black 1 is correct. The points 2 and 3 have the same value: it doesn't matter which side takes them. White has nine points of territory.



*Wrong Answer*

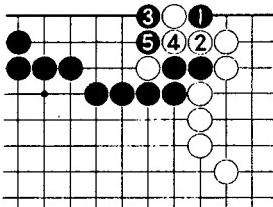
Black 1 is a mistake. After 4, White has ten points of territory.

## PROBLEM 74



*Correct Answer*

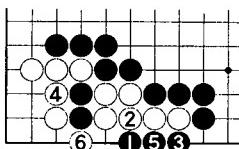
Black can halt White's intrusion by playing 1 and 3.



*Wrong Answer*

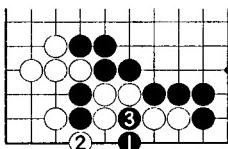
If Black 1 and 3, this result is four points worse than the correct answer.

## PROBLEM 75



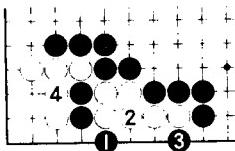
*Correct Answer*

Black 1 forces White to capture the two stones in the corner in the sequence to 6.



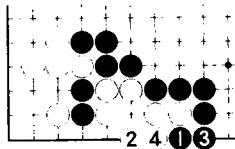
*Reference Diagram*

If White responds to 1 with 2, Black catches two white stones when he cuts with 3.



*Wrong Answer 1*

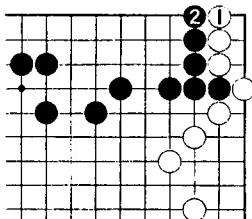
The sequence here is two points inferior to the correct answer.



*Wrong Answer 2*

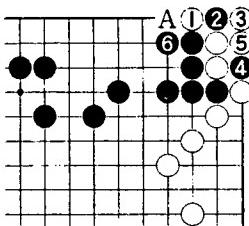
The sequence here is four points inferior to the correct answer.

### PROBLEM 76



*Correct Answer*

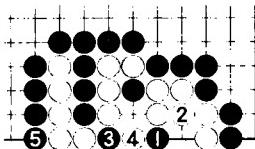
Simply playing 1 is White's best move.



*Wrong Answer*

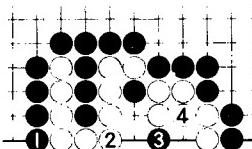
White expects Black to answer 1 with A, but sacrificing with 2 and 4 is better. Later Black can play A.

### PROBLEM 77



*Correct Answer*

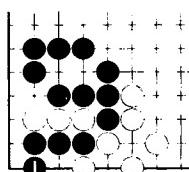
Black 1 takes advantage of White's shortage of liberties. After Black 5, White can't connect at 3.



*Wrong Answer*

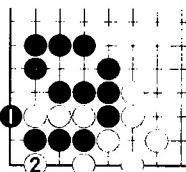
Black 1 and 3 fail. After 4, White's group has two eyes.

### PROBLEM 78



*Correct Answer*

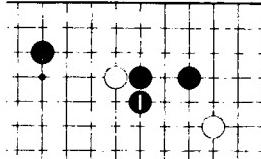
Black 1 is the most profitable move.



*Wrong Answer*

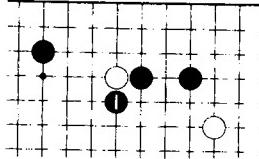
If Black 1, White 2. This result is three points worse for Black.

## PROBLEM 79



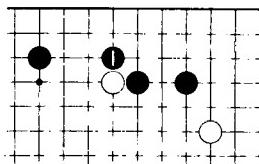
*Correct Answer 1*

Black 1 is the standard response.  
Black plans to fight on a grand scale.



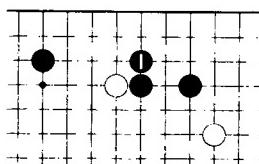
*Correct Answer 2*

Black 1 here is the severest move,  
but the aptness of this move depends  
on the surrounding position.



*Correct Answer 3*

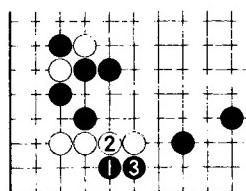
Black 1 is the safest response.  
Here Black is playing for territory.



*Wrong Answer*

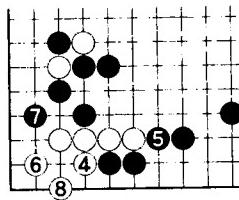
Black 1 is too tight and submissive. In almost all cases, it is inferior.

## PROBLEM 80



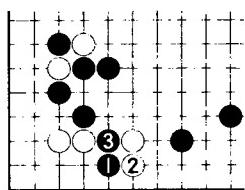
*Correct Answer*

Black 1 is severe. It is the standard follow-up to the joseki position in the problem diagram.



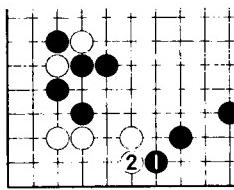
*Continuation*

White can live with the moves to 8, but Black has made a big gain.



*Reference Diagram*

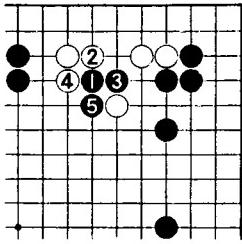
White can't resist with 2, since he will be split into two groups when Black plays 3.



*Wrong Answer*

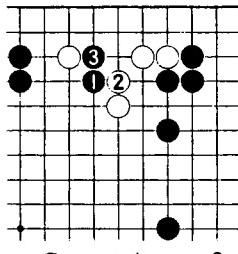
An endgame move like Black 1 enables White to settle his stones without any problems.

## PROBLEM 81



*Correct Answer 1*

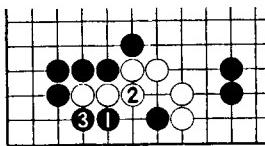
Striking at 1 is severe. Up to 5, Black catches the stone and gets influence down the right side.



*Correct Answer 2*

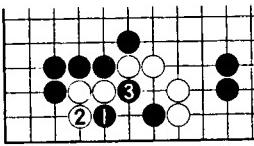
If White 2, Black plays 3, catching a stone and leaving the four white stones on the right without a base.

## PROBLEM 82



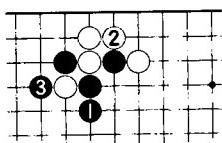
*Correct Answer*

Black 1 is a brilliant tesuji. Black not only takes profit but also launches a severe attack on White.



*Reference Diagram*

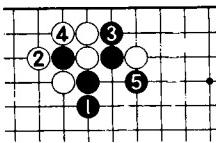
If White resists with 2, Black cuts off and catches three stones with 3.



*Correct Answer*

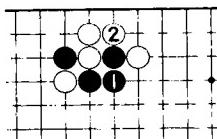
Black 1 is a tesuji. If White 2, Black catches a stone in a ladder with 3.

## PROBLEM 83



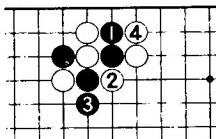
*Reference Diagram*

If White replies with 2, Black builds a position on the right up to 5.



*Wrong Answer*

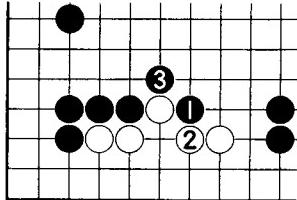
If Black connects at 1, he has no effective follow-up after White 2.



*Wrong Answer*

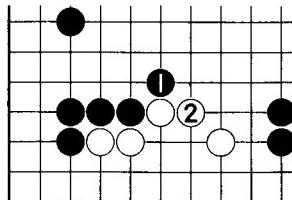
If 1, White captures two stones with 2 and 4. This is bad for Black.

## PROBLEM 84



*Correct Answer*

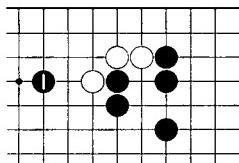
The clamp of 1 enables Black to keep White confined to the bottom.



*Wrong Answer*

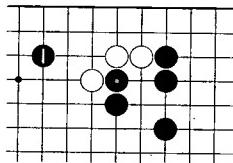
Black 1 allows White to move out into the center with 2.

## PROBLEM 85



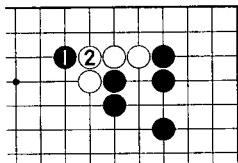
*Correct Answer*

Black 1 is the standard attack on White's three stones.



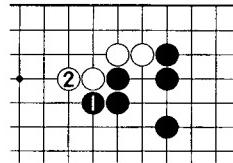
*Reference Diagram*

Black's position is strong, so Black 1 here is also a good move.



*Wrong Answer 1*

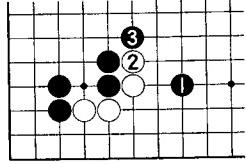
Black 1 helps White to defend his cutting point with 2.



*Wrong Answer 2*

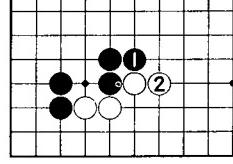
Black 1 is also bad. It helps White to strengthen his position.

## PROBLEM 86



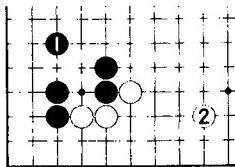
*Correct Answer*

Just like in the preceding problem Black 1 is correct. If White 2, Black applies pressure with 3.



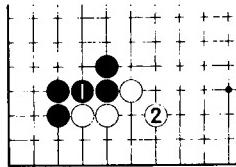
*Wrong Answer 1*

As before, Black 1 is a bad move.  
(The answer to this problem is continued on the next page.)



*Wrong Answer 2*

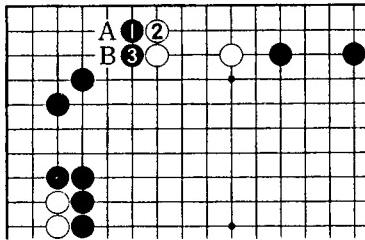
Black 1 is too passive. Black can now take the opportunity to stabilize his position at the bottom with 2.



*Wrong Answer 3*

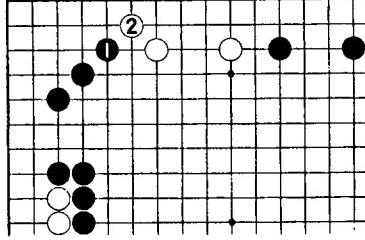
Black 1 is almost meaningless. White stabilizes his position by defending the cutting point with 2.

## PROBLEM 87



*Correct Answer*

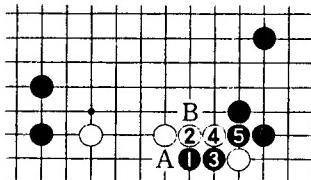
Since Black has a strong position on the left, he can jump as far as 1. If White 2, Black plays 3. If White 2 at 3, Black A. If White 2 at B, Black 3.



*Wrong Answer*

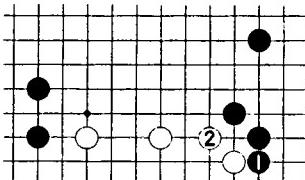
Black 1 lets White expand his position to 2.

## PROBLEM 88



*Correct Answer*

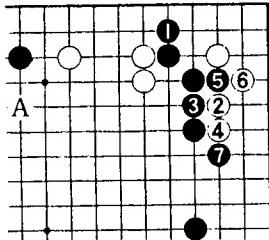
Black can take profit by playing the moves to 5. In some cases, Black might play 3 at A. If White 2 at 4, Black 2, White B, Black A.



*Wrong Answer*

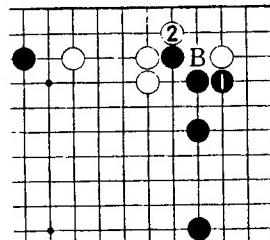
Black 1 lets White defend his weak point with 2.

## PROBLEM 89



*Correct Answer*

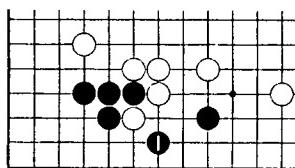
Black 1 is correct. Even though White can live in the corner, he does so in gote and Black can then proceed to attack the three white stones at the top by jumping to A.



*Wrong Answer*

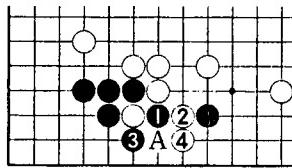
Black 1 is too passive. White can stabilize his stones at the top with 2. Black 1 at B is a special strategy, but it is inferior in most cases.

## PROBLEM 90



*Correct Answer*

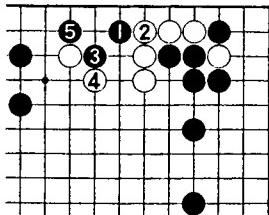
Black 1 is the tesuji that ensures all black stones will be connected.



*Wrong Answer*

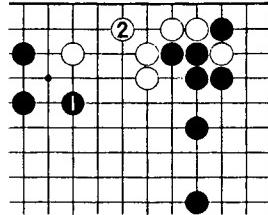
The atari of Black 1 lets White isolate the black stone on the right with 2 and 4. However, Black 1 at 3 results in a ko when White plays A, Black 1, White 2.

## PROBLEM 91



*Correct Answer*

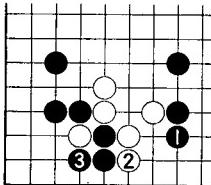
Black strikes at the vital point with 1 and then robs White of his base with 3 and 5. If White plays 4 at 5, Black plays 5 at 4.



*Wrong Answer*

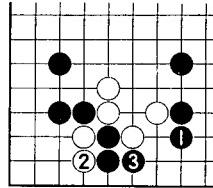
Black 1 is unsatisfactory since it lets White patch up his defect by playing at 2.

## PROBLEM 92



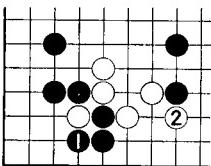
*Correct Answer*

If Black 1, the five white stones in the center become weak after the exchange of 2 for 3.



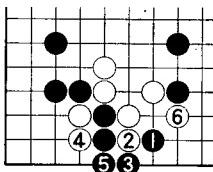
*Reference Diagram*

White 2 is unreasonable. Black plays 3 and the two white stones in the corner will be captured.



*Wrong Answer 1*

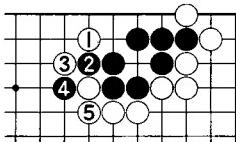
Black 1 enables White to make a strong position for his stones with 2.



*Wrong Answer 2*

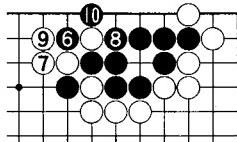
Black 1 aims to link up all stones, but it fails with the moves to 6.

## PROBLEM 93



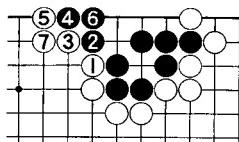
*Correct Answer*

White 1 is the vital point. After the moves to White 5 –



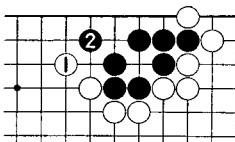
*Continuation*

White plays 7 and 9, confining Black to the top and ending in sente.



*Wrong Answer 1*

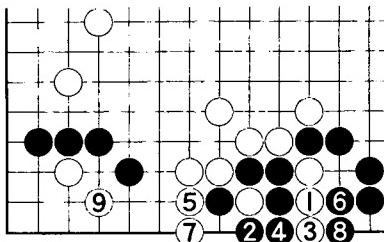
If White plays the moves to 7, he still confines Black but ends in gote.



*Wrong Answer 2*

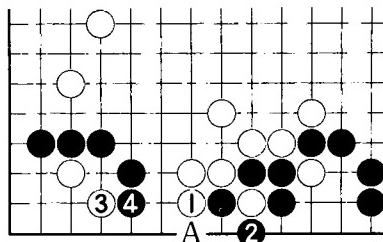
White gets sente with 1, but after 2, he has failed to confine Black.

## PROBLEM 94



*Correct Answer*

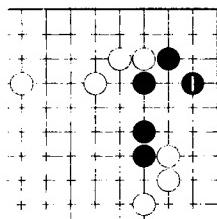
White must first play 1 and 3, then force Black to capture these stones with 5 and 7. This being done, White can link up with his stone in the corner by playing 9.



*Wrong Answer*

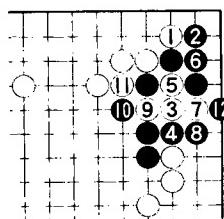
Simply playing 1 and 3 is not good enough. Black plays 4, and White A is not a threat to the black stones on the right. The two white stones in the corner now die.

## PROBLEM 95



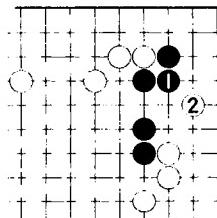
*Correct Answer*

Black 1 is the move that enables Black to live in the most profitable way.



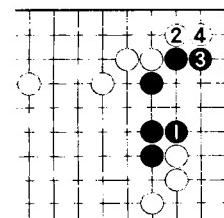
*Continuation*

White attacks with 1 and 3, but Black counterattacks with the moves to 12. All his stones are connected and he can easily get two eyes.



*Wrong Answer 1*

Connecting at 1 invites White to slide to 2. Black must still struggle to make two eyes.



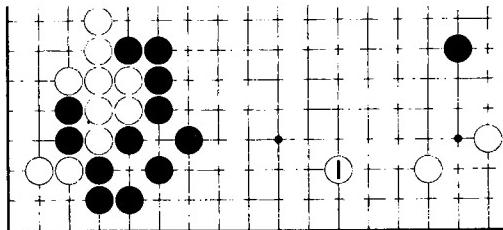
*Wrong Answer 2*

If Black plays 1, then after White 2 and 4 he still doesn't have two eyes.

## PROBLEM 96

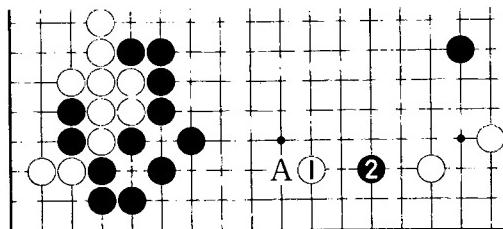
### *Correct Answer*

Because of Black's extremely thick position on the left, White should extend no farther than 1.



### *Wrong Answer*

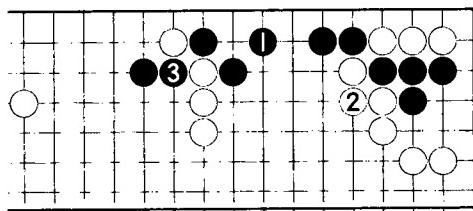
Extending as far as 1 (or A) invites a black invasion at 2. White will be at a disadvantage because of Black's thick position.



## PROBLEM 97

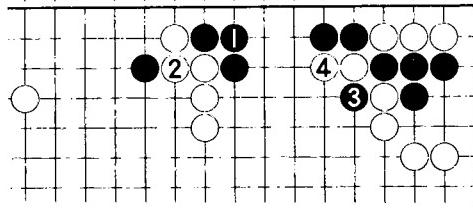
### *Correct Answer*

Black 1 aims at two cutting points, 2 and 3. If White 2 at 3, Black cuts at 2 and captures four white stones.



### *Wrong Answer*

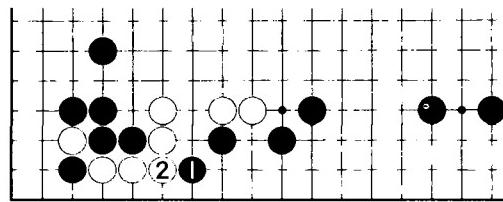
If Black plays 1, White can connect at 2. Black 3 now fails to capture any white stones.



## PROBLEM 98

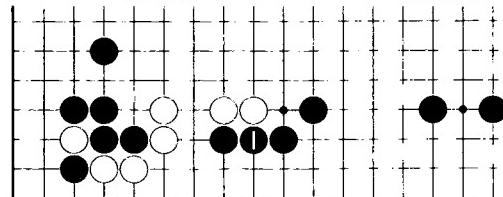
### *Correct Answer*

Black can defend his stones at the bottom in sente by peeping with 1.



### *Wrong Answer*

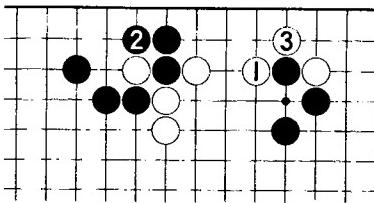
Black 1 is a strong connection, but Black ends in gote.



## PROBLEM 99

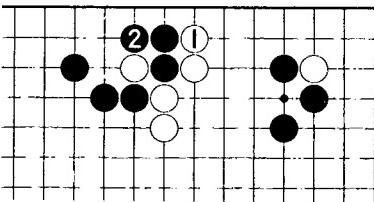
### *Correct Answer*

White 1 creates a double threat. If Black 2 at 3, White plays 3 at 2 and captures the two black stones.



### *Wrong Answer*

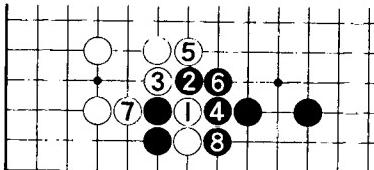
White 1 makes no threat against the corner. After Black 2, White has no follow-up moves.



## PROBLEM 100

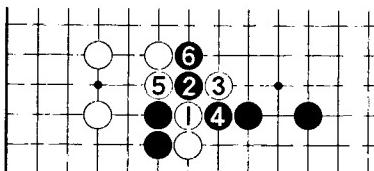
### *Correct Answer*

White first plays 1 and then cuts with 3. His strategy is to sacrifice two stones to build up thickness and make good shape.



### *Wrong Answer*

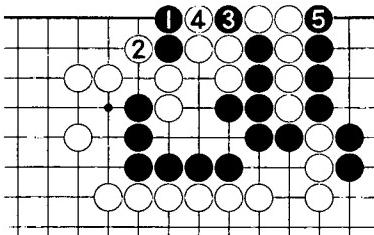
White should be careful not to play 3. This will result in a slightly inferior position for White.



## PROBLEM 101

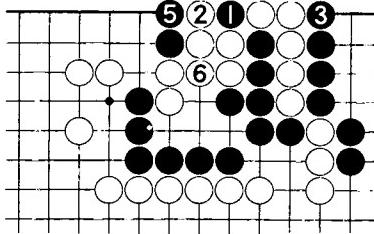
### *Correct Answer*

Black 1 ensures the capture of White's stones on the right. If White 2, Black captures five stones after 5. If White 2 at 3, Black plays 3 one line below 2.

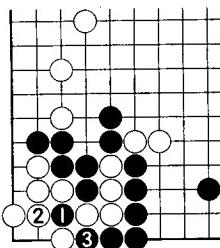


### *Wrong Answer*

The order of moves is important. If Black plays 1 first, White saves all his stones when he plays 6.

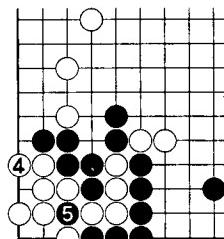


## PROBLEM 102



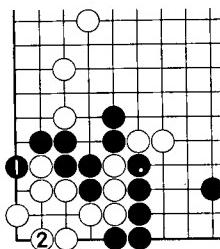
*Correct Answer*

Black throws in a stone with 1 and ataris with 3.



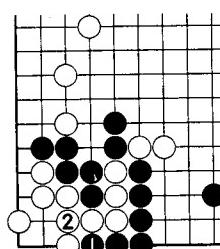
*Continuation*

White must make his second eye with 4, letting Black to capture four white stones.



*Wrong Answer 1*

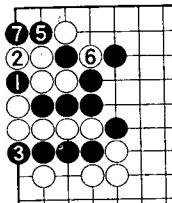
If Black 1, White can easily live with 2. The black stones above are now in for a severe fight.



*Wrong Answer 2*

Black 1 is too crude. White gets eye shape by simply defending with 2.

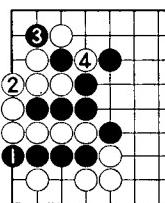
## PROBLEM 103



*Correct Answer*

4: connects

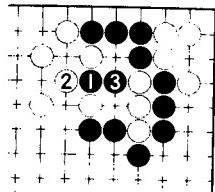
Black throws in a stone with 1 and captures White through a series of successive ataris.



*Wrong Answer*

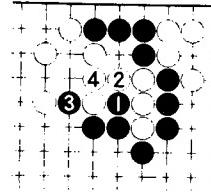
Black cannot capture White without first sacrificing a stone, as this diagram shows.

### PROBLEM 104



*Correct Answer*

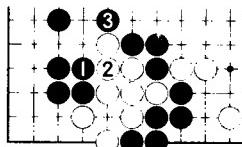
Black wedges in with 1. After 3, the three white stones can't escape.



*Wrong Answer*

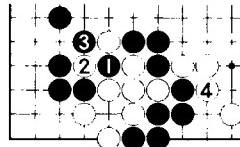
Black 1 and 3 are artless. White connects to the outside with 2 and 4.

### PROBLEM 105



*Correct Answer*

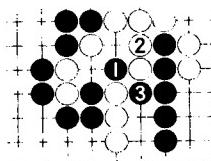
Black 1 is the only way to capture White's stones.



*Wrong Answer*

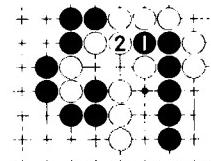
Sacrificing with 1 may seem like a tesuji, but the position is now a ko.

### PROBLEM 106



*Correct Answer*

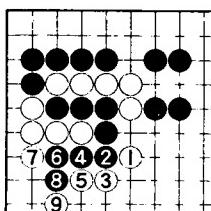
Black 1 is the vital point for separating the three stones at the bottom from the ones above.



*Wrong Answer*

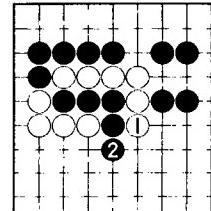
Black 1 is too slow. After White 2, Black can no longer rescue his stones to the right.

### PROBLEM 107



*Correct Answer*

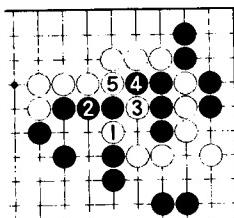
White captures Black by jumping ahead with 1. Up to 9, Black escapes.



*Wrong Answer*

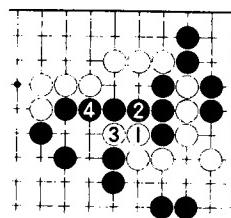
White 1 is an artless move. White's position is now hopeless.

## PROBLEM 108



*Correct Answer*

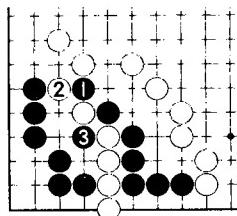
By wedging in with 1, White can capture three stones. If Black 2, White 3 and 5 block Black's escape.



*Wrong Answer*

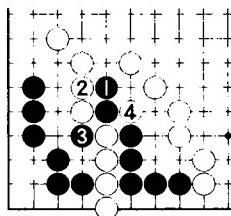
Black 1 and 3 are artless moves. White can connect to his outside stones with 2 and 4.

## PROBLEM 109



*Correct Answer*

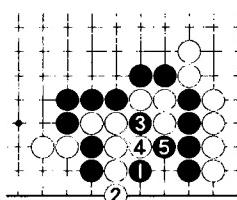
Wedging in with 1 and cutting with 3 is the correct order of moves to capture the four white stones.



*Wrong Answer*

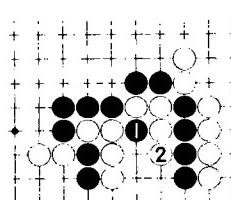
If Black plays 1 and 3, White will win the capturing race by one move after he plays 4.

## PROBLEM 110



*Correct Answer*

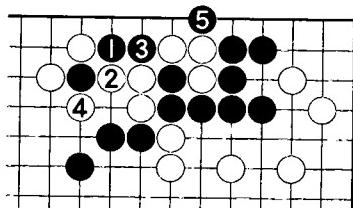
Attaching with 1 is the key move. The three white stones will be captured after Black 3 and 5.



*Wrong Answer*

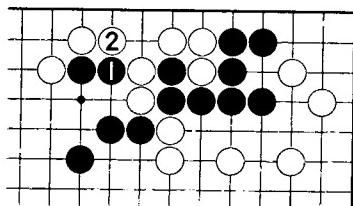
Sacrificing with 1 is premature. All of White's stones now live, so seven black stones will be captured.

## PROBLEM 111



*Correct Answer*

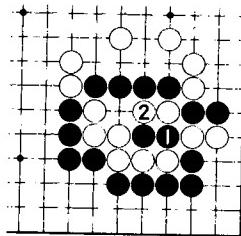
Black can capture White with the moves to 5. Black's eight stones in the corner are now alive. If White 2 at 3, Black catches White with 2.



*Wrong Answer*

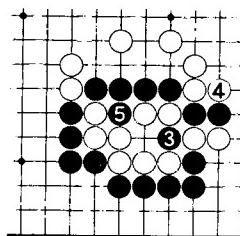
If Black plays 1, he has no follow-up after White 2.

## PROBLEM 112



*Correct Answer*

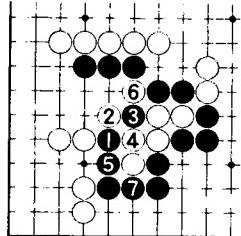
Sacrificing two stones with 1 is a brilliant move. When White captures with 2 —



*Continuation*

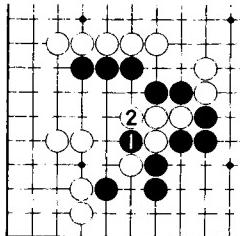
Black plays 3 and 5 and captures six white stones.

## PROBLEM 113



*Correct Answer*

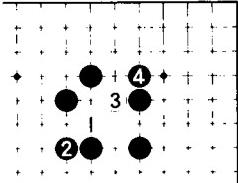
The attachment at 1 is the vital point. If White resists, his stones are captured with the moves to 7.



*Wrong Answer*

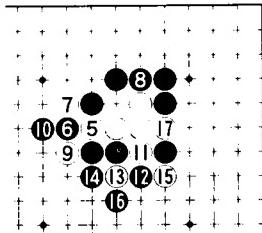
White can easily escape to the outside if Black plays 1.

## PROBLEM 114



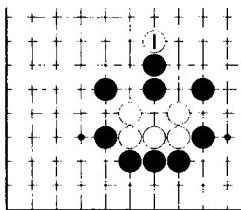
*Correct Answer*

Playing 1 and 3 in either order is correct.



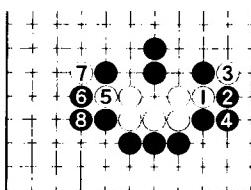
*Continuation 1*

In answer to 7, Black might play 8, but White escapes up to 17.



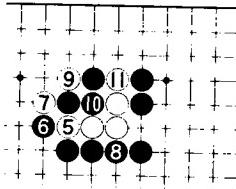
*Continuation 2*

"In a symmetrical position, play on the central point!" Strange as it may seem, White 1 is the only move.



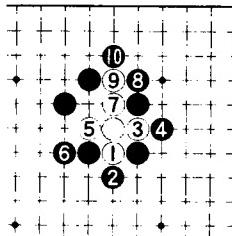
*Wrong Answer*

Direct moves, such as the ones shown here, fail.



*Continuation 1*

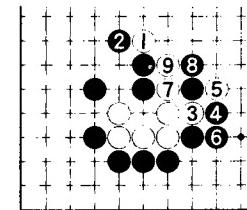
White escapes with the sequence to 11.



*Wrong Answer*

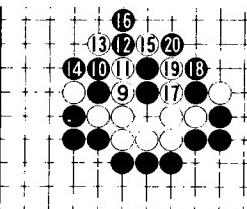
White fails to escape with 1 and 3 here, as the continuation here shows.

## PROBLEM 115



*Continuation*

With the moves to 9, White has broken out of Black's enclosure.



*Continuation*

The moves to Black 20 show why. These last two problems come from a classical Chinese problem book.

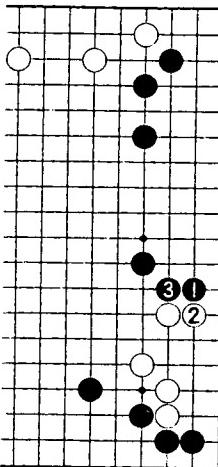
## PROBLEM 116

### *Correct Answer*

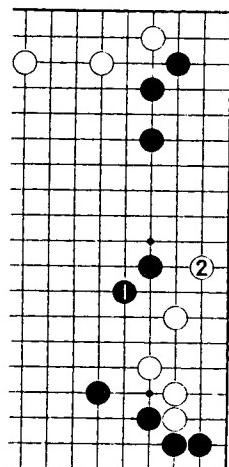
Black expands his right-side territory with 1 and 3 while attacking White's base. This position is reached in the famous Chinese Opening.

### *Wrong Answer*

Black 1 enables White to expand his base with 2 while encroaching on Black's territory on the upper right side.

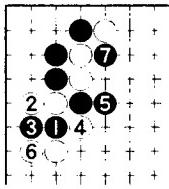


*Correct Answer*



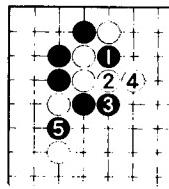
*Wrong Answer*

## PROBLEM 117



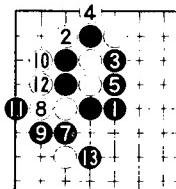
*Correct Answer 1*

Black can sacrifice a stone with 1, force once with 3 and then play 5. This result is advantageous for Black.



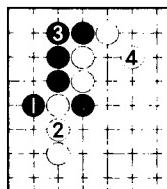
*Correct Answer 2*

If Black wants to develop a position at the top, he can start with 1 and play the moves to 7.



*Reference Diagram*

Depending on the situation, it may not necessarily be bad for Black to play 1. White would get the corner and Black outside influence.



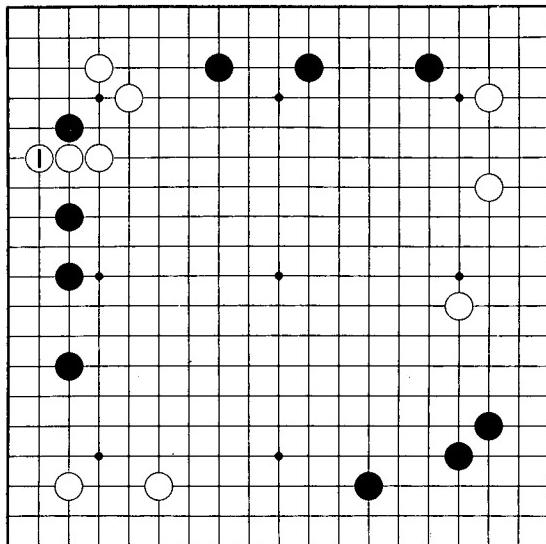
*Wrong Answer*

Black lives in the corner with 1 and 3, but White's outside influence leaves Black with an inferior position.

### **PROBLEM 118**

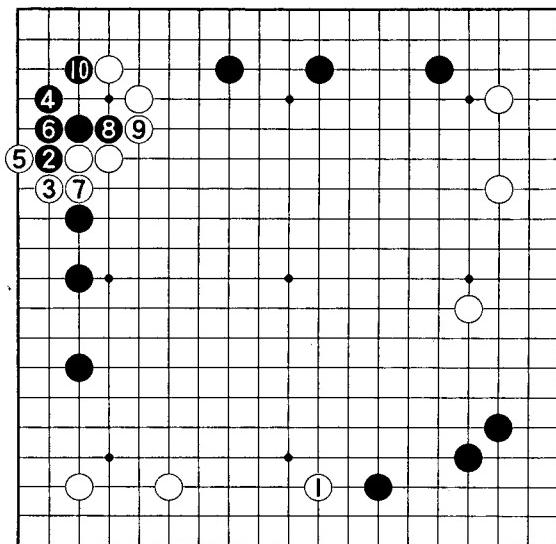
### *Correct Answer*

White must defend his corner territory with 1. To see why, look at the next Diagram.



### *Wrong Answer*

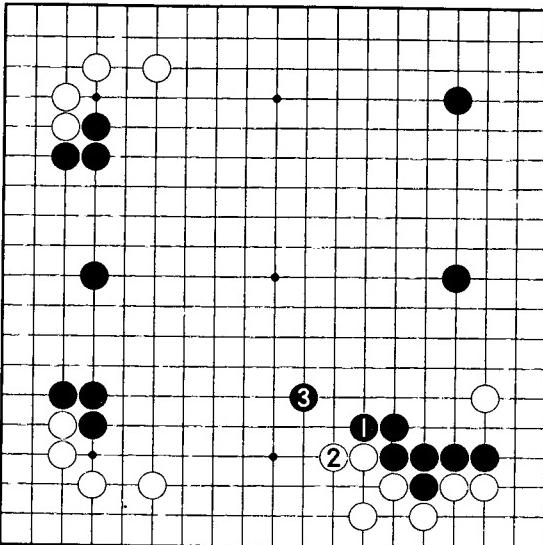
If White extends to 1, Black can live in the corner with the moves to 10. White 1 in the correct answer results in more than 15 points of white territory. In this diagram, the situation is reversed, and the balance of territory is now in Black's favor.



## PROBLEM 119

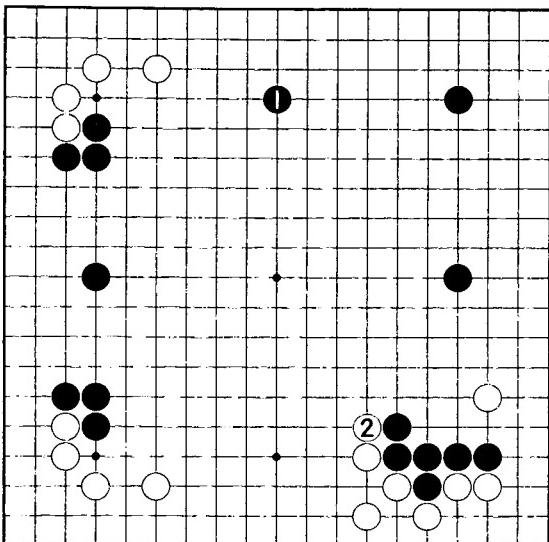
### *Correct Answer*

In the opening, there are certain points that have to be played before taking the big points on the side. Black 1 (as well as 3) is a typical example. These two moves give Black a huge territorial framework throughout the center of the board.



### *Wrong Answer*

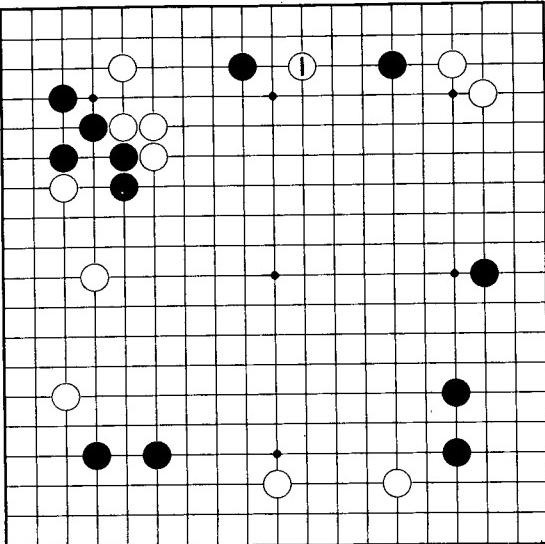
If Black takes the big point at the top with 1, White 2 flattens out Black's territorial framework. This move also expands White's territory at the bottom. It should be obvious now that this is the key point of the whole position.



## PROBLEM 120

### *Correct Answer*

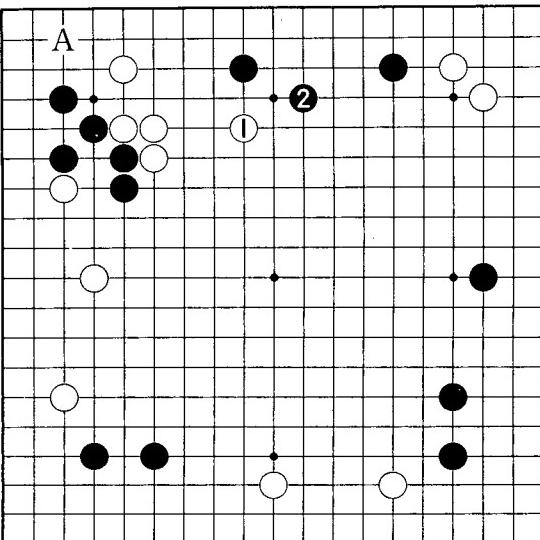
White separates the two black stones at the top with 1, pinning them against his strong positions on the right and left. Whichever of these two stones Black chooses to defend, the other will come under a severe attack.



### *Wrong Answer*

White 1 provokes Black to play a move which strengthens his thin position at the top with 2.

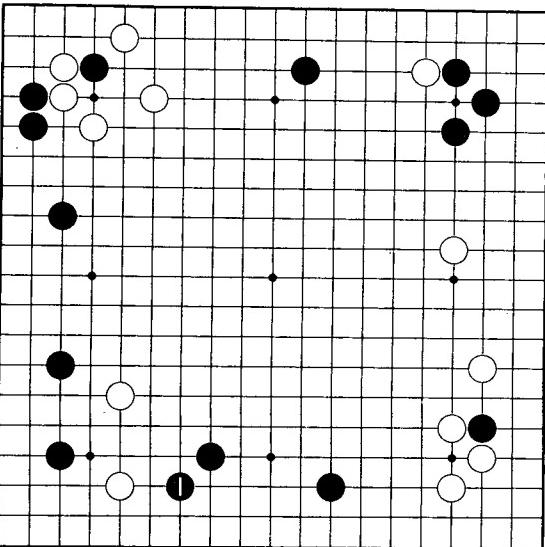
Locally, White A would be a good move, but in this position it misses the point.



### **PROBLEM 121**

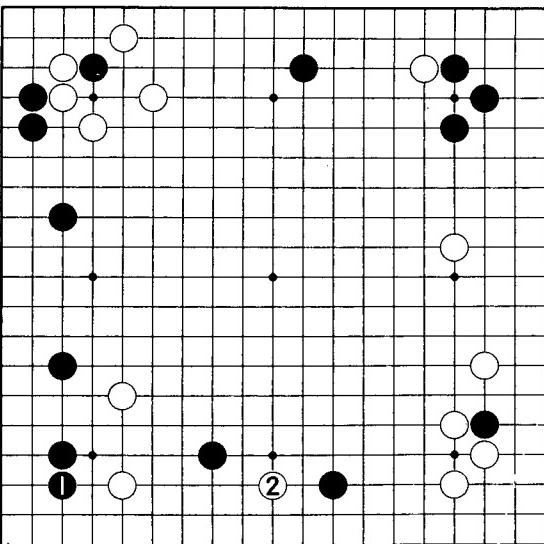
### *Correct Answer*

Black 1 is a strong move because it attacks the two white stones on the left, while defending Black's position at the bottom.



## *Wrong Answer*

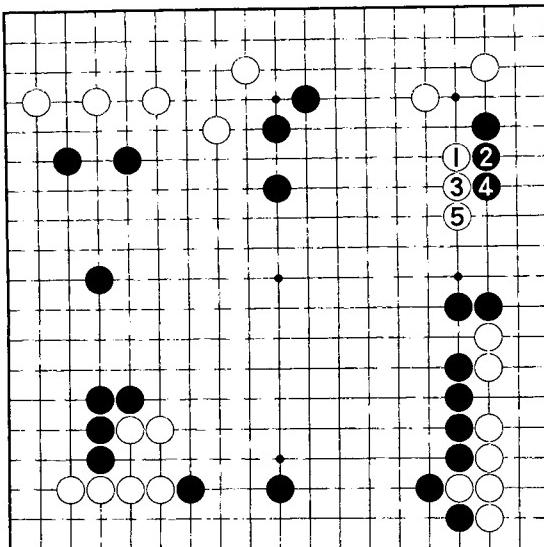
In some cases, Black 1 would be a good way to attack the two white stones. Here, however, White can invade with 2, severely attacking Black's two stones at the bottom. Therefore, Black 1 is in the wrong direction.



## PROBLEM 122

### *Correct Answer*

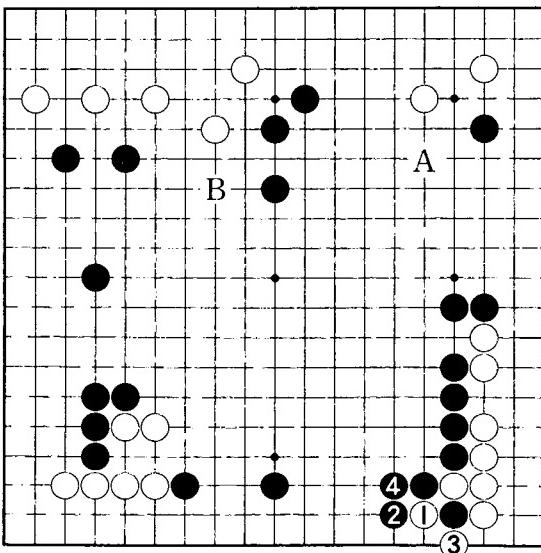
This is a game of territory versus influence. The time has come for White to put a stop to Black's influence-building, so he plays the moves from 1 to 5.



### *Wrong Answer*

Even though White ends in sente, White 1 and 3 are not recommended. These moves thicken Black's position here, so they are better left until later.

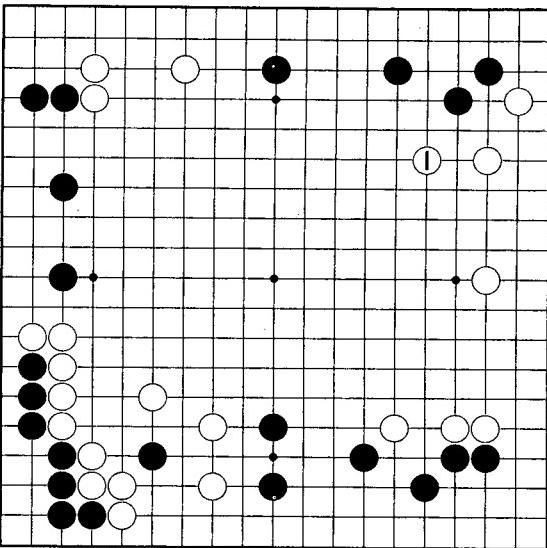
White B is a good point, but if Black were allowed to play A, his territorial framework on the right would become almost impregnable.



## PROBLEM 123

### *Correct Answer*

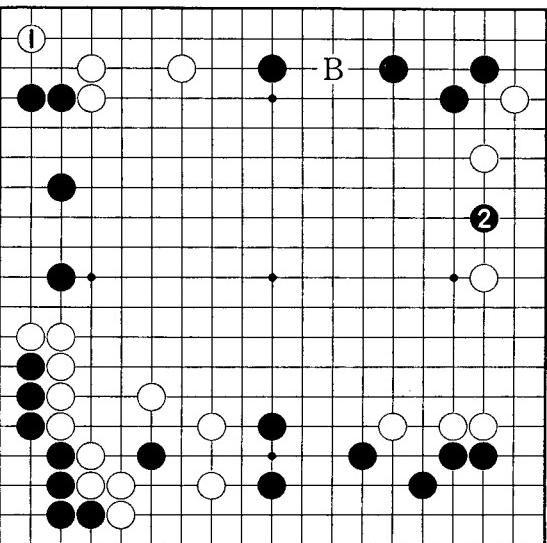
White should build a framework on the right by playing at 1. To see why this move is important, look at the next diagram.



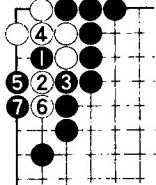
### *Wrong Answer*

If White slides to 1, Black's strong position at the top makes 2 a good invasion. The key to victory or defeat lies in White's building up his right side with 1 in the Correct Answer Diagram.

Until White has reinforced his right side, an invasion at B is unreasonable.

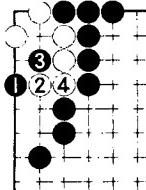


### PROBLEM 124



*Correct Answer*

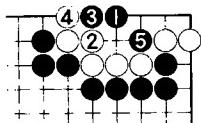
The moves to 7 show how Black stops White from getting two eyes.



*Wrong Answer*

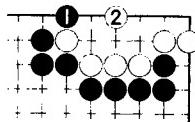
Against 1, White 2 is an effective response. After 4, White is alive.

### PROBLEM 125



*Correct Answer*

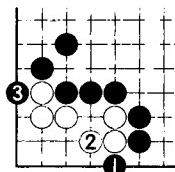
The placement at 1 hits the vital point. After 5, White is helpless because of a shortage of liberties.



*Wrong Answer*

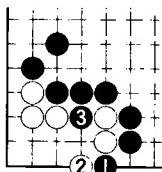
If Black 1, White takes the vital point himself with 2. It is now impossible for Black to kill White.

### PROBLEM 126



*Correct Answer 1*

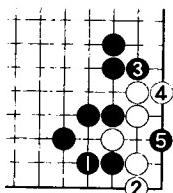
Black 1 is the vital point. If White 2, Black 3 kills White.



*Correct Answer 2*

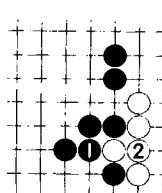
Answering 1 with 2, makes it even easier for Black to kill White with 3.

### PROBLEM 127



*Correct Answer*

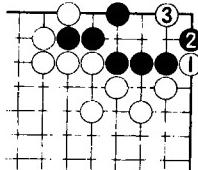
Black must quietly pull back with 1. After 2, Black 3 and 5 kill White.



*Wrong Answer*

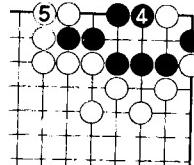
The atari of Black 1 makes it easy for White.

## PROBLEM 128



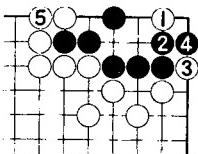
*Correct Answer*

The hane of 1, followed by the placement of 3, kills Black's stones.



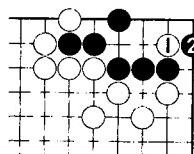
*Continuation 1*

If Black continues with 4, White 5 seals the fate of Black's stones.



*Continuation 2*

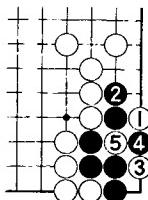
White could reverse the order of 1 and 3. Again White 5 kills Black.



*Wrong Answer*

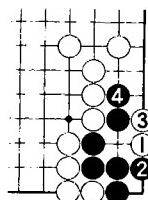
If White 1, Black easily lives by playing 2.

## PROBLEM 129



*Correct Answer*

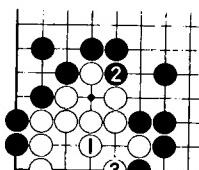
After White 1 and 3, Black 4 turns this position into a ko.



*Wrong Answer*

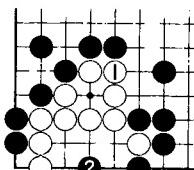
White 1 fails. Black unconditionally has two eyes after he plays 4.

## PROBLEM 130



*Correct Answer*

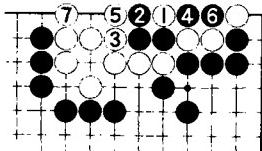
White 1 is the key move. Black destroys White's eye above, but the situation becomes a ko with White 3.



*Wrong Answer*

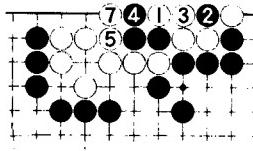
If White makes an eye with 1, Black 2 kills any chance of White's making a second eye at the bottom.

## PROBLEM 131



*Correct Answer 1*

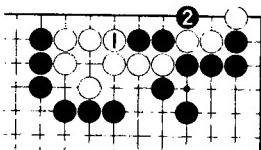
If White 1, he can force Black to capture the stones in the corner with 3 and 5, then make his second eye with 7.



*Correct Answer 2*

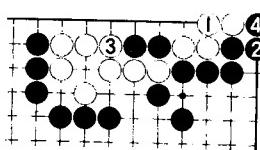
6: captures four stones at 2

If Black answers with 2, White plays 3 to 7. Black must defend, so White can make his second eye.



*Wrong Answer 1*

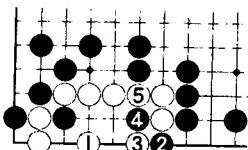
If White 1, Black ataris two white stones with 2. There is now no way for White to make his second eye.



*Wrong Answer 2*

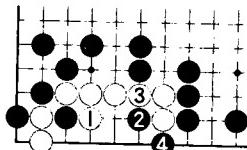
If White 1, Black attacks from the other side with 2 and 4. Again White can't make his second eye.

## PROBLEM 132



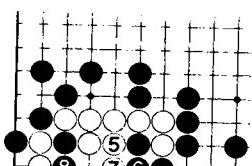
*Correct Answer*

White 1 enables White to live. He is alive after 5.



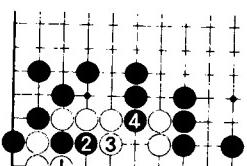
*Wrong Answer 1*

If White 1, Black attacks with 2 and 4.



*Continuation*

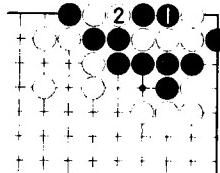
If White resists with 5 and 7, Black 8 destroys White's eye shape.



*Wrong Answer 2*

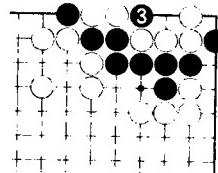
White 1 here also fails, as the moves to Black 4 shows.

## PROBLEM 133



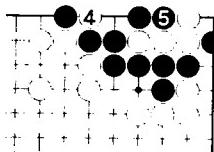
*Correct Answer*

Black sacrifices two stones with 1.  
After White captures with 2 —



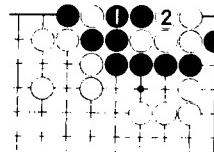
*Continuation 1*

Black takes two stones with 3.  
Next —



*Continuation 2*

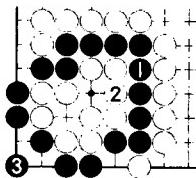
White throws in at 4, returning to the original position. If both sides persist, the game ends in 'no result'.



*Wrong Answer*

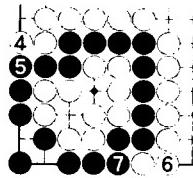
If Black connects at 1, White 2 creates a 5-point nakade, so Black is dead.

## Problem 134



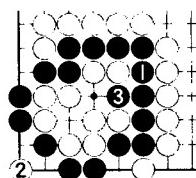
*Correct Answer*

Black must first play 1, linking up all his stones. After White 2, 3 gives Black eye shape.



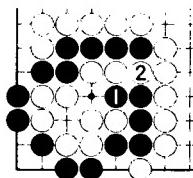
*Continuation 1*

After all the liberties are filled, you can clearly see that Black really does have two eyes.



*Continuation 2*

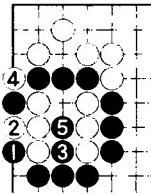
If White tries to destroy the corner eyes with 2, Black ataris with 3, so White's stones will die.



*Wrong Answer*

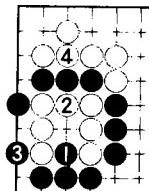
If Black 1, White 2 kills all the black stones.

## PROBLEM 135



*Correct Answer*

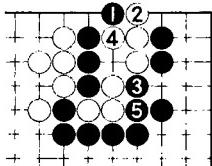
After Black 5, White finds that he can't connect his three stones because he is short of liberties.



*Wrong Answer*

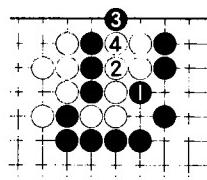
The order of moves is important, as this diagram shows. After White 4, it is Black that loses three stones.

## PROBLEM 136



*Correct Answer*

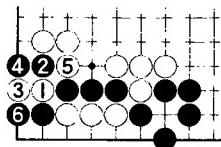
Black 1 is a standard tesuji. After 5, Black captures three stones on his next move.



*Wrong Answer*

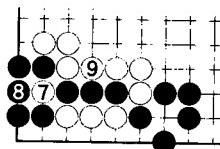
Again the order of moves is important, as you can see from this diagram.

## PROBLEM 137



*Correct Answer*

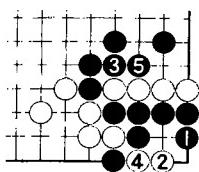
White first sacrifices two stones with the moves to 5. After Black captures with 6 —



*Continuation*

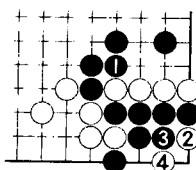
White sacrifices another stone with 7. After White plays 9, it is clear that Black loses the capturing race.

## PROBLEM 138



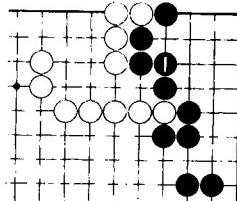
*Correct Answer*

Black 1 is the key. Black can now win the capturing race with 3 and 5.



*Wrong Answer*

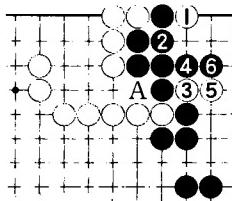
If Black starts by filling an outside liberty with 1, a ko results after 4.



*Correct Answer*

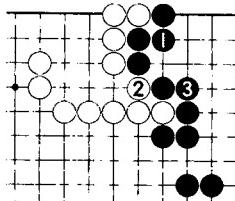
Connecting at Black 1 is the correct answer. Next —

### PROBLEM 139



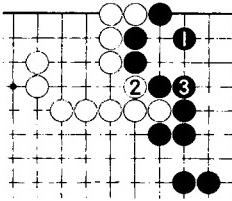
*Continuation*

These moves show that Black is secure. A is *not* sente for White.



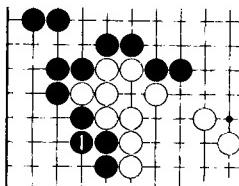
*Wrong Answer 1*

If Black 1, White 2 is now sente for White.



*Wrong Answer 2*

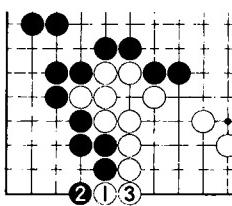
If Black 1, White 2 is sente. These two diagrams are two points worse than the correct answer.



*Correct Answer*

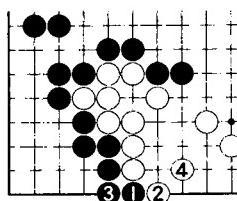
Black 1 is the correct answer. The reason is shown in the next diagrams.

### PROBLEM 140



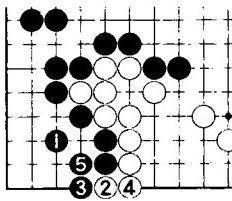
*Reference Diagram 1*

White 1 and 3 end in gote. But —



*Reference Diagram 2*

Black 1 and 3 are sente, so Black can play these moves before White.



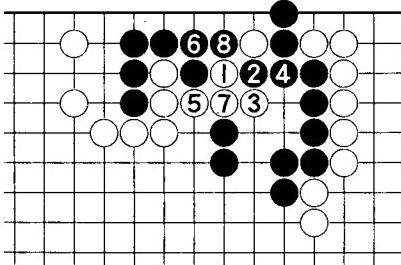
*Wrong Answer*

If Black 1, White 2 and 4 are sente. This is a four-point loss for Black.

## PROBLEM 141

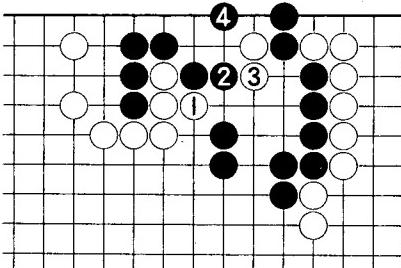
*Correct Answer*

The diagonal attachment of White 1 and the following moves devastate Black's territory.



*Wrong Answer*

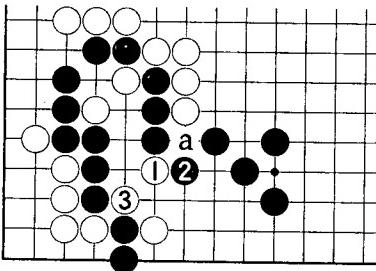
White 1 and 3 are answered by 2 and 4. White's incursion into Black's territory is minimal.



## PROBLEM 142

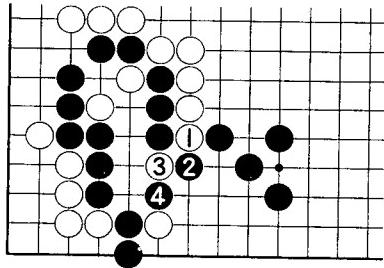
*Correct Answer*

White 1 threatens to play both 3 and 'a'.

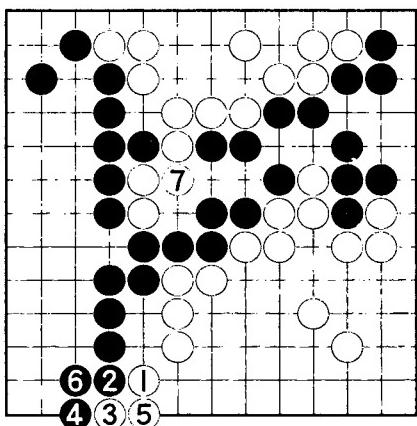


*Wrong Answer*

Playing White 1 first is artless. White now has no effective follow-up.

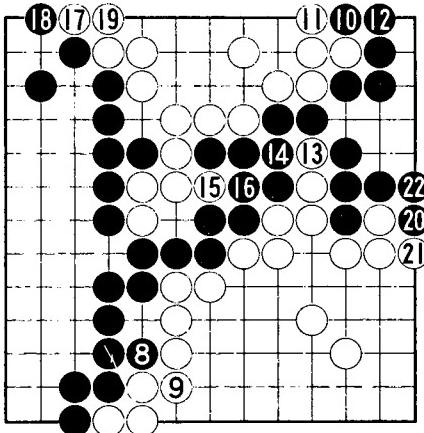


## PROBLEM 143



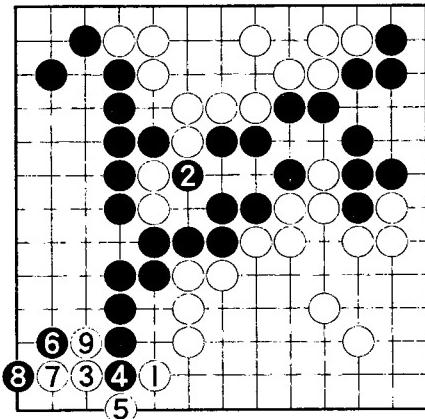
### *Correct Answer*

White 1 is the biggest move, worth 6 points in double sente. After the sequence to 6, White connects at 7.



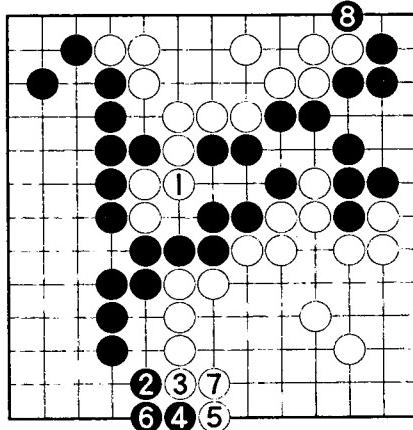
### *Continuation 1*

The next biggest point is now 10. The game continues with the moves to 22. White has 45 points of territory, while Black has 42 points. White wins by 3 points.



### *Continuation 2*

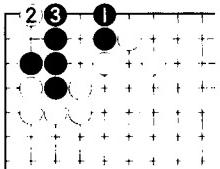
Ignoring White 1 and cutting with 2 will not change the result in the preceding diagram, in spite of White's incursion in the lower left corner. Check this for yourself.



### *Wrong Answer*

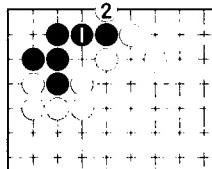
If White connects at 1, Black plays the sequence to 6 in sente, then takes the point 8. In this case, it is Black who wins by 3 points.

### PROBLEM 144



*Correct Answer*

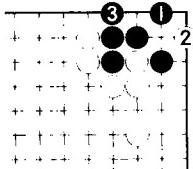
If Black plays 1, he will live no matter how White attacks.



*Wrong Answer*

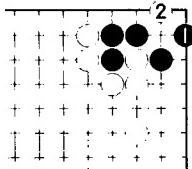
If Black 1, White plays 2. There is now no way that Black can live.

### PROBLEM 145



*Correct Answer*

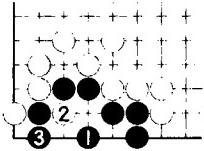
Black 1 is the vital point. If White plays 2, Black 3. If White 2 at 3, Black 3 at 2. After this, no matter how White attacks, Black will live.



*Wrong Answer*

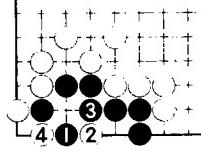
Black 1 here may seem equivalent to Black 1 in the correct answer. But there is a great difference. After White 2, Black is dead.

### PROBLEM 146



*Correct Answer*

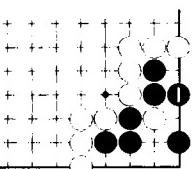
Black lives with the moves to 3. If White 2 at 3, Black still lives by playing at 2.



*Wrong Answer*

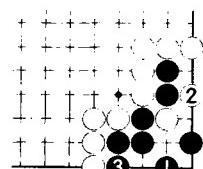
If Black plays 1, White 2 and 4 result in a ko.

### PROBLEM 147



*Correct Answer*

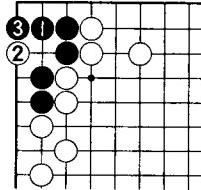
Black 1 is the most profitable way for Black to make two eyes.



*Reference Diagram*

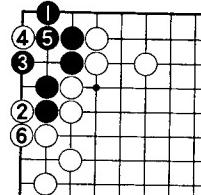
Black can also live with 1 and 3, but White catches two stones with 2.

### PROBLEM 148



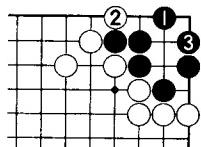
*Correct Answer*

Black can live by playing 1 and 3



*Wrong Answer*

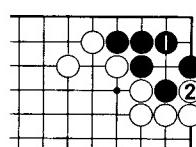
Playing on the 1-2 point with Black 1 doesn't work. After White 6, Black's stones are dead.



*Correct Answer*

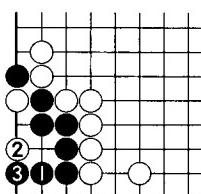
Black can live by playing 1 and 3.

### PROBLEM 149



*Wrong Answer*

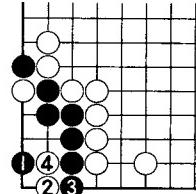
Black 1 results in a ko after White plays 2.



*Correct Answer*

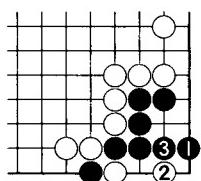
Black can live by playing 1 and 3.

### PROBLEM 150



*Wrong Answer*

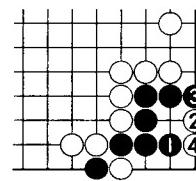
Black 1 is refuted by White 2 and 4. Note that if the white stone in atari were not present, Black could live.



*Correct Answer*

Black lives by playing 1 and 3.

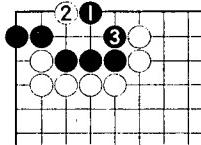
### PROBLEM 151



*Wrong Answer*

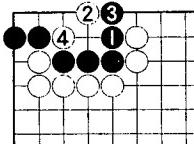
If Black 1, White can kill Black with 2 and 4. Compare this problem to the preceding one.

### PROBLEM 152



*Correct Answer*

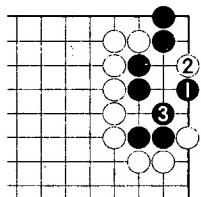
Black lives by playing 1 and 3.



*Wrong Answer*

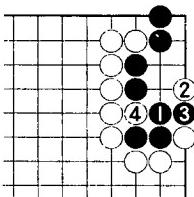
Black 1 fails. White 2 and 4 create a shortage of liberties for Black.

### PROBLEM 153



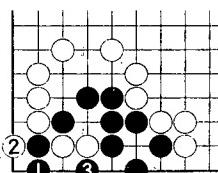
*Correct Answer*

Black 1 is the move that covers Black's shortage of liberties. If White 2, Black lives with 3.



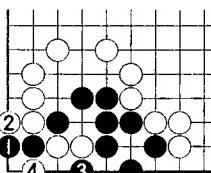
*Wrong Answer*

If Black plays 1, his shortage of liberties suddenly becomes clear when White plays 2 and 4.



*Correct Answer*

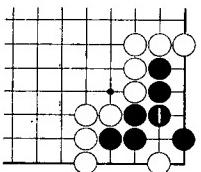
Descending to 1 is the only way Black can live. If White 2, Black catches two stones with 3 and lives.



*Wrong Answer*

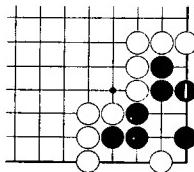
Black can't live if he plays 1. White will capture these two stones by playing 2 and 4.

### PROBLEM 155



*Correct Answer 1*

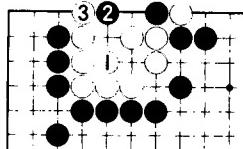
Black 1 gives him two eyes and life.



*Correct Answer 2*

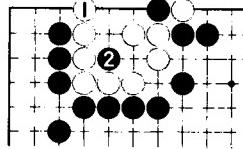
Black can also live with 1 here. These two moves are the only moves that give Black two eyes.

### PROBLEM 156



*Correct Answer*

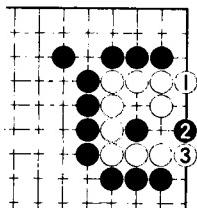
White lives by playing 1 and 3.



*Wrong Answer*

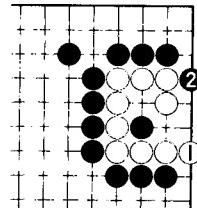
If White plays 1, Black kills all the white stones by playing 2.

### PROBLEM 157



*Correct Answer*

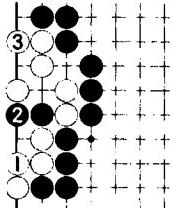
White can live in seki by playing 1 and 3.



*Wrong Answer*

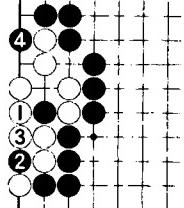
If White plays 1, his stones are dead after Black plays 2.

### PROBLEM 158



*Correct Answer*

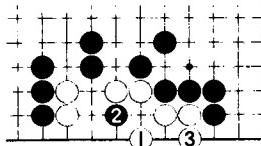
Connecting at 1 enables White to live. If Black 2 at 3, White 3 at 2. Either way, White gets two eyes.



*Wrong Answer*

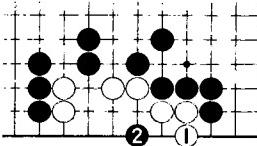
If White plays 1, Black can kill him by playing 2 and 4.

### PROBLEM 159



*Correct Answer*

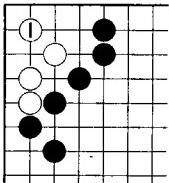
White gets two eyes with 1 and 3. Black's stone at 2 cannot escape.



*Wrong Answer*

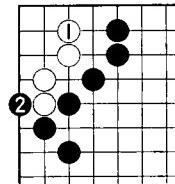
White 1 is refuted by Black 2. White is now dead.

## PROBLEM 160



*Correct Answer*

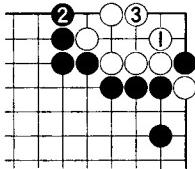
White lives by playing at 1. No matter how he attacks, there is now no way to kill White's stones.



*Wrong Answer*

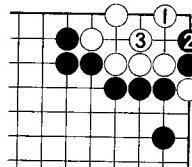
If White plays 1, Black kills him by playing 2.

## PROBLEM 161



*Correct Answer*

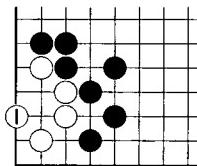
One way for White to live is by playing 1 and 3.



*Reference Diagram*

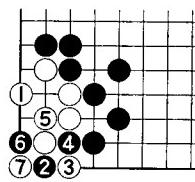
Two other ways for White to live is to play 1 and 3 in either order.

## PROBLEM 162



*Correct Answer*

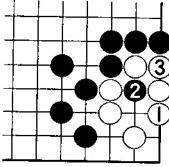
Because White's two stones have two liberties on the outside, White can live with 1.



*Wrong Answer*

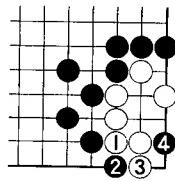
If White plays 1, Black can turn this position into a ko with the sequence to 7.

## PROBLEM 163



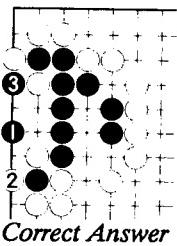
*Correct Answer*

Since White's two stones have two liberties on the outside, White can get two eyes with 1. If Black 2, White easily lives with 3.



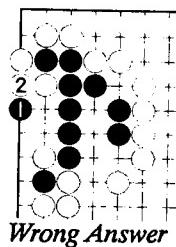
*Wrong Answer*

If White plays 1, Black kills him with 2 and 4.



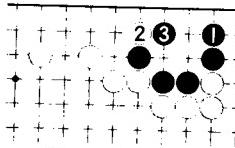
## PROBLEM 164

Black first plays 1 and then 3.  
White can't capture 3 without losing two of his own stones. If Black 2 at 3,  
White plays 2.

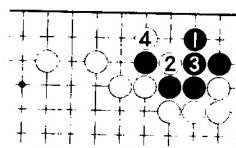


There is no follow-up to Black 1.  
Now all of Black's stones die.

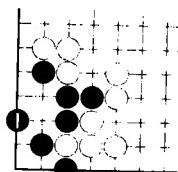
## PROBLEM 165



The only way Black can live is by playing 1. If White 2, Black 3.

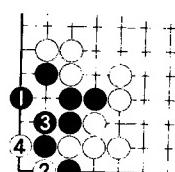


Black 1 looks like good shape,  
but White kills Black with 2 and 4.

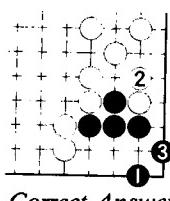


## PROBLEM 166

Black can unconditionally live by playing at 1.

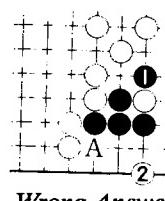


If Black 1, the position turns into a ko when White plays 2 and 4.



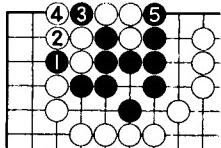
## PROBLEM 167

Black plays the vital point of 1 and then makes two eyes with 3.



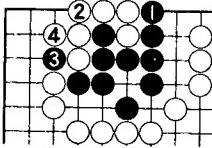
If Black ataris a stone with 1, White takes the vital point with 2 and Black is dead. If Black 1 at A, White 2 at 1 and Black is dead.

## PROBLEM 168



*Correct Answer*

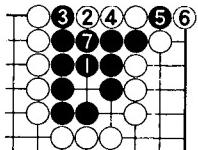
If Black plays 1, followed by 3, White will have to give up three stones after Black plays 5.



*Wrong Answer*

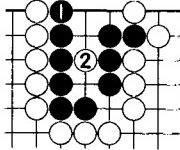
Black cannot capture any stones by playing 1 first. White will connect with 2; Black 3 will be captured.

## PROBLEM 169



*Correct Answer*

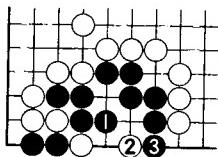
Black 1 is the vital point. When White ataris with 7, White cannot rescue his three stones.



*Wrong Answer*

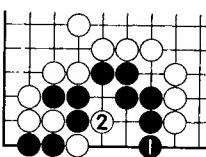
If Black 1, White takes the vital point with 2. The black stones are now dead.

## PROBLEM 170



*Correct Answer*

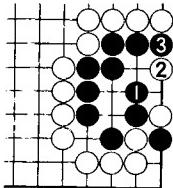
Black can live with 1 and 3.



*Wrong Answer*

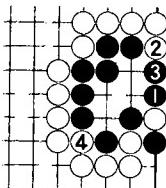
If Black 1, White kills Black with 2. If Black takes a white stone with 1, White kills Black by playing at 1.

## PROBLEM 171



*Correct Answer*

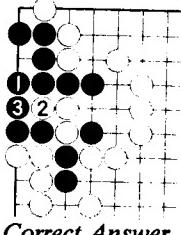
Black can live with 1. This is exactly the same kind of move as in the preceding problem.



*Wrong Answer*

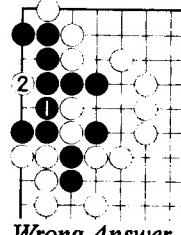
Black dies if he captures a stone with 1, as the moves to White 4 show.

## PROBLEM 172



*Correct Answer*

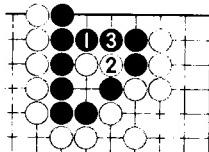
Black 1 is the vital point. If White 2, Black ataris the three white stones and gets his second eye.



*Wrong Answer*

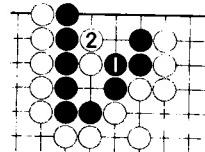
If Black plays 1, White destroys Black's eye shape by playing at 2.

## PROBLEM 173



*Correct Answer*

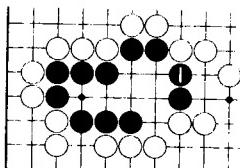
Black gets two eyes with 1 and 3. Note that White can't capture the stone in atari because of a snapback.



*Wrong Answer*

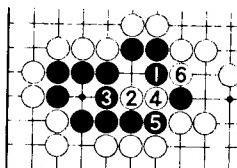
If Black connects at 1, White plays 2 and Black dies because he has a 3-point nakade.

## PROBLEM 174



*Correct Answer*

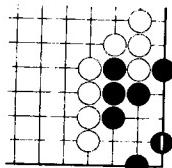
Black 1 is the vital point. No matter how White attacks, he can't kill Black.



*Wrong Answer*

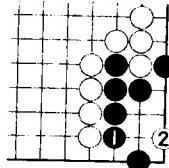
Black 1 is not only small in scale, it also results in the death of Black's stones after White plays 6.

## PROBLEM 175



*Correct Answer*

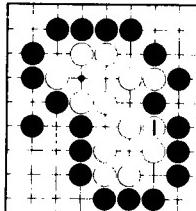
Black lives by playing on the 1-2 point, the vital point.



*Wrong Answer*

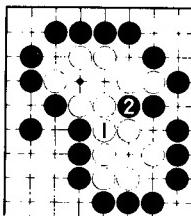
Black 1 looks big, but 2 turns Black's shape into a 5-point nakade.

## PROBLEM 176



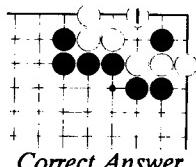
*Correct Answer*

White secures his two eyes, one at the top and the other at the bottom, by playing at 1.



*Wrong Answer*

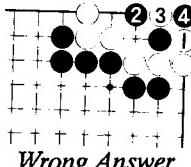
If Black is allowed to play 2, White can no longer make an eye at the top.



*Correct Answer*

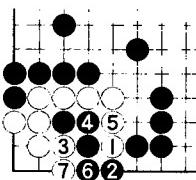
Simply playing 1 gives White two eyes.

## PROBLEM 177



*Wrong Answer*

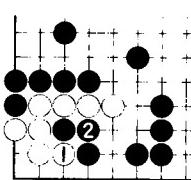
If White 1, Black creates a ko with 2 and 4.



*Correct Answer*

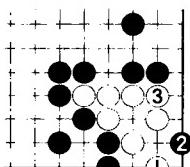
Wedging in with 1 is the tesuji for getting two eyes. The moves to White 7 show how White does this.

## PROBLEM 178



*Wrong Answer*

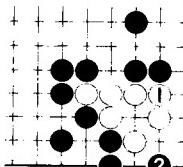
The order of moves is important, as this diagram illustrates.



*Correct Answer*

Black 1 is the tesuji. If Black 2, White gets two eyes with 3. If Black 2 at 3, White 3 at 2.

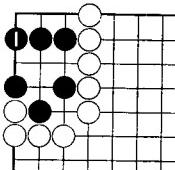
## PROBLEM 179



*Wrong Answer*

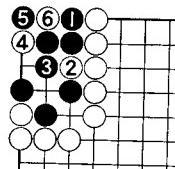
The order of moves is important. If White plays 1 first, Black 2 kills the white stones.

## PROBLEM 180



*Correct Answer*

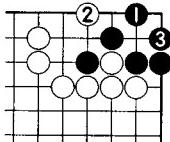
Black 1 is the vital point for getting two eyes.



*Wrong Answer*

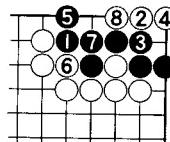
If Black 1, White can turn the corner into a ko with the moves to 6.

## PROBLEM 181



*Correct Answer*

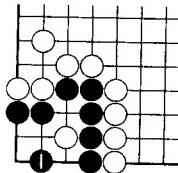
Black lives by playing 1 and 3. If White 2 at 3, Black gets his second eye by playing 3 at 2.



*Wrong Answer*

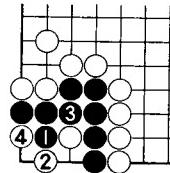
Black 1 fails, as the moves to White 8 demonstrate.

## PROBLEM 182



*Correct Answer*

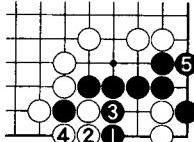
Black 1 renders the white stone harmless and ensures two eyes for Black's group.



*Wrong Answer*

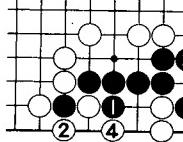
However, if Black plays 1, White 2 and 4 turn the corner into a ko.

## PROBLEM 183



*Correct Answer*

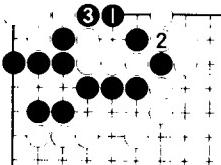
Black get two eyes for his group with the moves to 5. If White 2 at 5, Black 3 at 4.



*Wrong Answer*

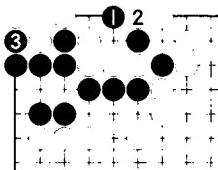
If Black plays 1, White 2 and 4 link up with the two white stones in the corner, so Black's stones die.

### PROBLEM 184



*Correct Answer 1*

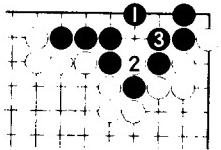
Black 1 and 3 will capture the four white stones in the corner, so all of Black's stones live.



*Correct Answer 2*

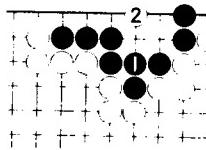
If White plays 2 in answer to 1, Black 3 will also capture the four white corner stones.

### PROBLEM 185



*Correct Answer*

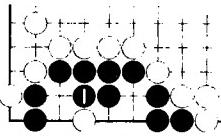
Black 1, aiming for eye shape, is the vital point. If White captures with 2, Black 3 makes the second eye.



*Wrong Answer*

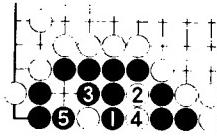
If Black defends the stone in atari, White strikes at the vital point and Black is dead.

### PROBLEM 186



*Correct Answer*

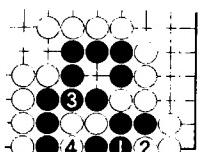
Black 1 ensures life for all of the black stones.



*Wrong Answer*

Black can also live with 1, but in the process he loses his three stones on the right.

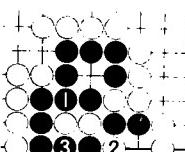
### PROBLEM 187



*Correct Answer*

5: played above 1

Black 1 is the vital point. White can capture four stones with 4, but Black comes back with 5 and captures three of White's.

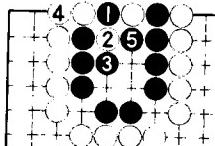


*Wrong Answer*

4: throws in between 1 and 2

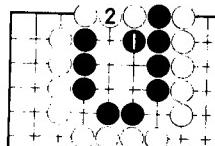
If Black captures two stones with 1 and 3, White creates a false eye with 2 and 4.

## PROBLEM 188



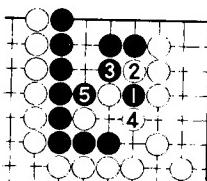
*Correct Answer*

Sacrificing a stone with 1 and then playing 3 and 5 enable Black to get two eyes.



*Wrong Answer*

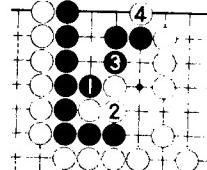
Black 1 is a move without any follow-up.



*Correct Answer*

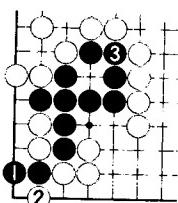
Black sacrifices a stone and then makes two eyes with 3 and 5.

## PROBLEM 189



*Wrong Answer*

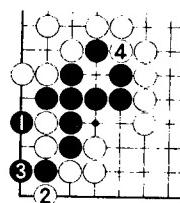
Black 1 and 3 are artless moves. When White plays 4, Black is dead.



*Correct Answer*

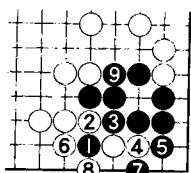
When Black plays 1, the two white stones are as good as captured. If White 2 at 3, Black 3 at 2. Either way, Black gets two eyes.

## PROBLEM 190



*Wrong Answer*

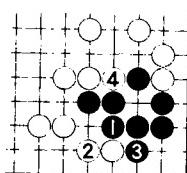
Black 1 is too slow. This gives White time to play both 2 and 4, leaving Black with only one eye.



*Correct Answer*

Black sacrifices a stone with 1 and gets two eyes with the moves to 9.

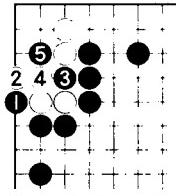
## PROBLEM 191



*Wrong Answer*

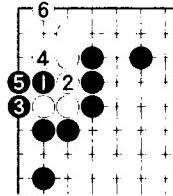
Without the sacrifice, it is impossible for Black to get two eyes, as the sequence to 4 shows.

### PROBLEM 192



*Correct Answer*

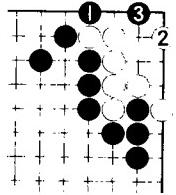
The hane of Black 1 is the vital point. Black kills White's stones with the sequence to 5.



*Wrong Answer*

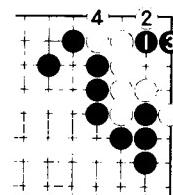
Black 1 and 3 are not the tesujis for this position. White can live with the moves 4 and 6.

### PROBLEM 193



*Correct Answer*

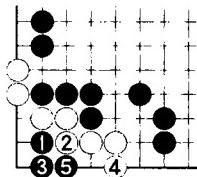
Black 1 is the vital point. No matter how White plays, his stones die.



*Wrong Answer*

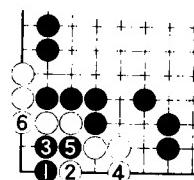
Black 1 is answered by White 2 and 4. White is now alive.

### PROBLEM 194



*Correct Answer*

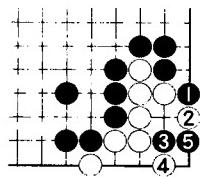
Black 1 and 3 force White to play 2 and 4, but 5 creates a 4-point nakade, so White is dead.



*Wrong Answer*

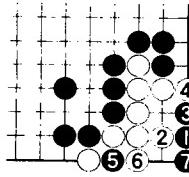
If Black starts with 1, White can turn the corner into a ko with 2 and 4.

### PROBLEM 195



*Correct Answer 1*

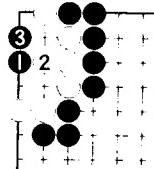
The sequence up to Black 5 is one way to kill White's stones.



*Correct Answer 2*

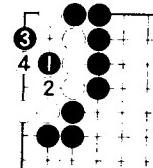
The moves to Black 7 here are the other way to kill White.

## PROBLEM 196



*Correct Answer*

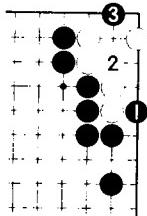
Black 1 and 3 kill the white stones.



*Wrong Answer*

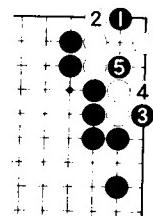
If Black plays 1, White gets a ko with 2 and 4.

## PROBLEM 197



*Correct Answer 1*

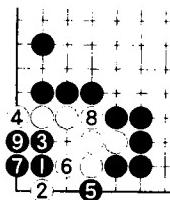
Black can kill White by playing 1 and 3.



*Correct Answer 2*

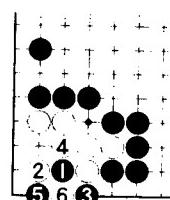
Black can also kill White by playing 1 and 3 in the reverse order.

## PROBLEM 198



*Correct Answer*

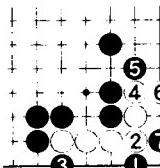
Black 1 is the vital point of the 'carpenter's square'. After the moves to 9, White is dead.



*Wrong Answer*

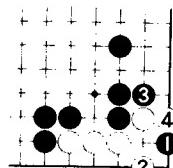
Black 1 misses the vital point. White creates a ko in the corner with the moves to 6.

## PROBLEM 199



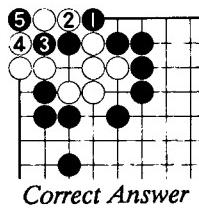
*Correct Answer*

White creates the bent-four-in-the-corner shape with the moves to 7, so White is dead.



*Wrong Answer*

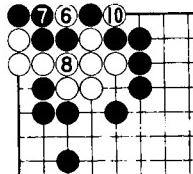
Black 1 is in the wrong direction. White gets two eyes and lives with 2 and 4.



*Correct Answer*

Black starts the attack with 1, but White 2 and 4 are strong counters.  
After Black 5 —

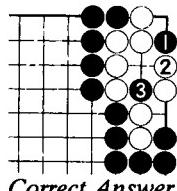
### PROBLEM 200



*Continuation*

9: connects at 6; 11: at 7

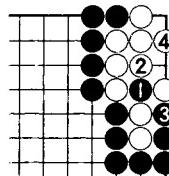
The sequence continues until White captures six stones with 10, after which Black kills White by making a placement at the point 7 with 11.



*Correct Answer*

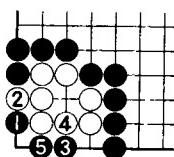
Black 1 is the vital point. After White 2, Black sacrifices a stone with 3 and White can't get two eyes.

### PROBLEM 201



*Wrong Answer*

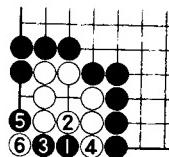
Sacrificing with Black 1 first is wrong. White gets two eyes with 2 and 4.



*Correct Answer*

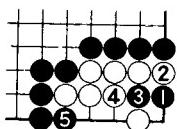
Black 1 to 5 is the correct order of moves. White is dead.

### PROBLEM 202



*Wrong Answer*

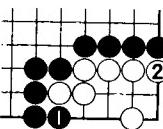
If Black plays 1 first, there is no shortage of liberties. White's stones are now unconditionally alive.



*Correct Answer*

After the moves to Black 5, White can't make his second eye because of a shortage of liberties.

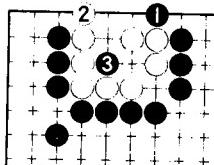
### PROBLEM 203



*Wrong Answer*

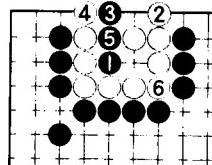
Black 1 is played from the wrong direction. When White plays 2, he is alive.

### PROBLEM 204



*Correct Answer*

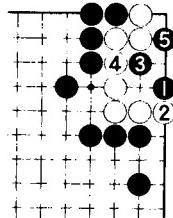
Black kills White by playing the hane of 1, then destroying White's eye shape with the placement of 3.



*Wrong Answer*

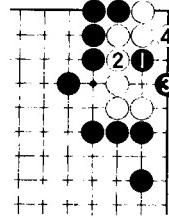
Playing Black 1 first fails. White lives in seki with the moves to White 6.

### PROBLEM 205



*Correct Answer*

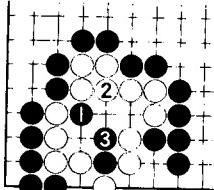
Black kills White by playing the moves up to 5.



*Wrong Answer*

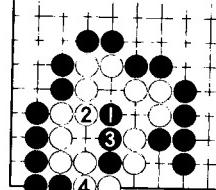
The order of moves is important. If Black 1 and 3, White lives with 4.

### PROBLEM 206



*Correct Answer*

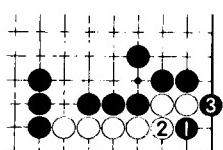
If Black plays 1 and 3, White is helpless because of his shortage of liberties.



*Wrong Answer*

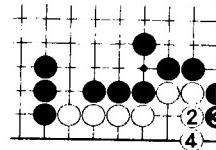
Black 1 and 3 here do not work. White lives with a seki when he connects at 4.

### PROBLEM 207



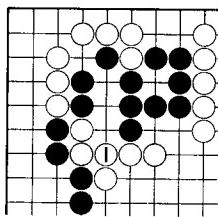
*Correct Answer*

Black 1 kills White by taking advantage of his shortage of liberties.



*Wrong Answer*

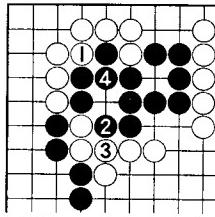
If Black plays 1, White can live with 2 and 4.



*Correct Answer*

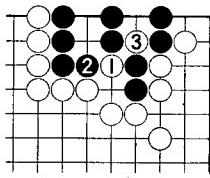
### PROBLEM 208

If White plays 1, there is no way that Black can get a second eye.



*Wrong Answer*

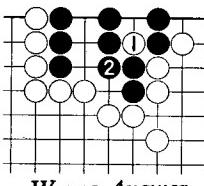
If White ataris with 1, Black plays his own atari with 2. When White answers with 3, Black lives with 4.



*Correct Answer*

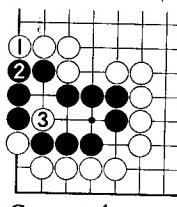
### PROBLEM 209

White kills Black with 1 and 3. If Black 2 at 3, White plays 3 one point above 2.



*Wrong Answer*

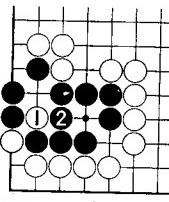
If White throws in a stone at 1, Black easily gets two eyes by playing at 2.



*Correct Answer*

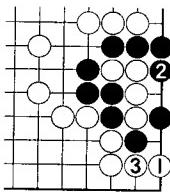
### PROBLEM 210

White calmly plays 1. If Black 2, White destroys Black's eye shape with the atari of 3.



*Wrong Answer*

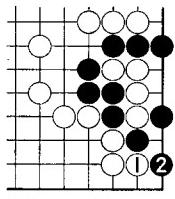
If White plays 1 first, Black gets two eyes when he plays 2.



*Correct Answer*

### PROBLEM 211

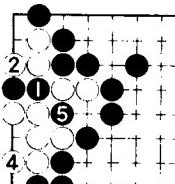
White plays 1 and 3. Black captures four stones, but he can't live.



*Wrong Answer*

White 1 results in a ko when Black plays 2.

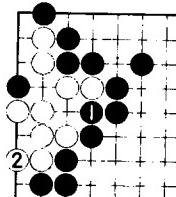
## PROBLEM 212



*Correct Answer*

3: at 1

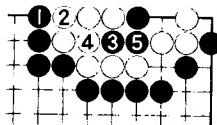
Black sacrifices two stones with 1 and then throws in another with 3. When Black plays 5, White is dead.



*Wrong Answer*

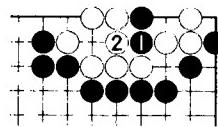
Simply playing 1 enables White to get two eyes with 2.

## PROBLEM 213



*Correct Answer*

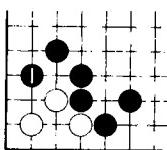
Black 1 kills the white stones. If White 2, Black 3 and 5 destroy White's eye shape.



*Wrong Answer*

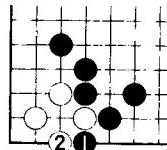
Black 1 enables White to live with 2.

## PROBLEM 214



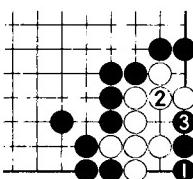
*Correct Answer*

Black 1 is the vital point of White's eye shape. There is now no way that White can live.



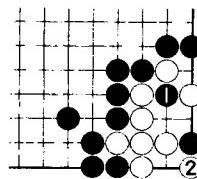
*Wrong Answer*

If Black plays 1, White gets a ko when he plays 2.



*Correct Answer*

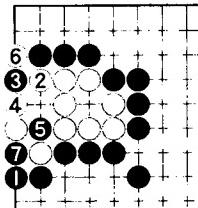
Black 1 and 3 create a bent-four-in-the-corner shape, so White is dead. If 2 at 3, Black 2.



*Wrong Answer*

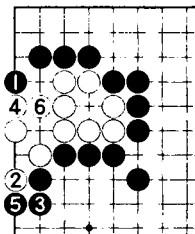
If Black tries to sacrifice a stone with 1, White can turn the corner into a ko by playing 2.

## PROBLEM 216



*Correct Answer*

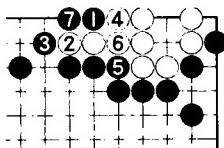
Black 1 is the vital point. If White 2, the moves to 7 kill White.



*Wrong Answer*

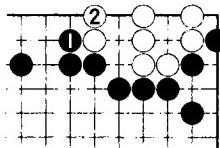
If Black plays 1, White can get a ko with the moves to 6.

## PROBLEM 217



*Correct Answer*

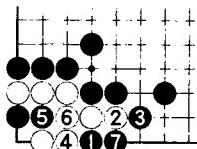
The clamp of Black 1 is the vital point. By sacrificing two stones with 7, Black destroys White's second eye.



*Wrong Answer*

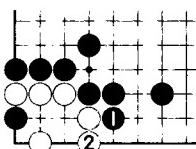
If Black plays 1, White easily gets two eyes by descending to 2.

## PROBLEM 218



*Correct Answer*

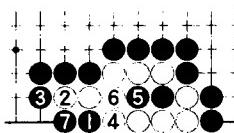
The answer here is similar to the preceding problem. The final sacrifice of Black 7 kills White.



*Wrong Answer*

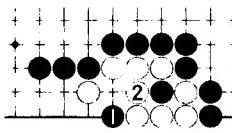
If Black plays 1, White easily gets two eyes by descending to 2.

## PROBLEM 219



*Correct Answer*

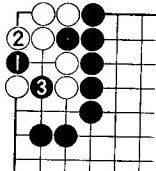
Again the final sacrifice of Black 7 kills White.



*Wrong Answer*

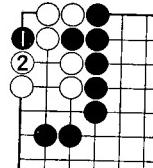
Black 1 is answered by White 2. Now Black can't kill White.

## PROBLEM 220



*Correct Answer*

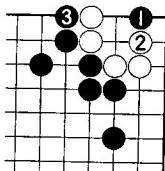
Black 1 is the vital point. If White 2, Black 3 kills White.



*Wrong Answer*

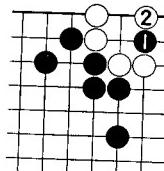
If Black 1, White lives with 2, the vital point for making two eyes.

## PROBLEM 221



*Correct Answer*

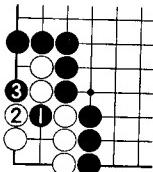
Black 1 is the vital point. If White 2, Black 3 kills White.



*Wrong Answer*

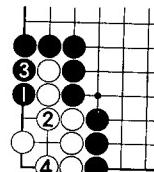
Black 1 is the wrong point. White is alive when he plays 2.

## PROBLEM 222



*Correct Answer*

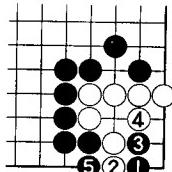
Black 1 and 3 kill White.



*Wrong Answer*

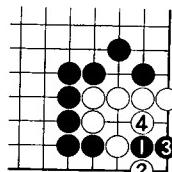
Attaching with 1 fails. White lives by playing 2 and 4.

## PROBLEM 223



*Correct Answer*

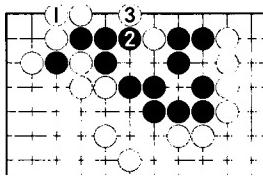
The placement of Black 1 is the vital point. If White 2, Black 3 and 5 kill White.



*Wrong Answer*

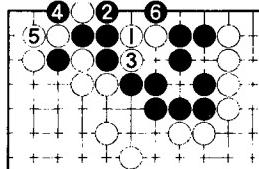
The clamp of Black 1 fails. White lives by playing 2 and 4. If Black 3 at 4, White 4 at 3.

## PROBLEM 224



*Correct Answer*

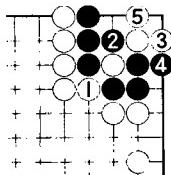
If White plays 1, Black is short of liberties after the exchange of 2 for 3.



*Wrong Answer*

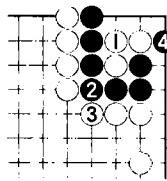
If White plays 1, Black can live with the moves to 6.

## PROBLEM 225



*Correct Answer*

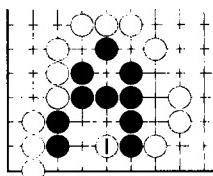
White makes an eye in the corner with the moves to 5. The black stones are now dead.



*Wrong Answer*

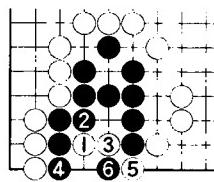
If Black is allowed to play at 2, there is no way that White can kill Black.

## PROBLEM 226



*Correct Answer*

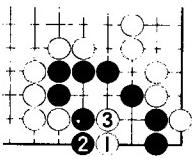
If White plays 1, the black stones are dead.



*Wrong Answer*

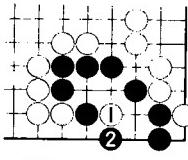
If White plays 1 here, Black lives with the moves to 6.

## PROBLEM 227



*Correct Answer*

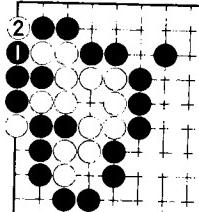
The placement of White 1 is the vital point. Black's stones are dead after the exchange of 2 for 3.



*Wrong Answer*

Clamping with White 1 fails. It is clear that Black can get two eyes after he plays 2.

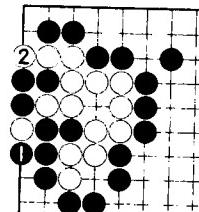
## PROBLEM 228



*Correct Answer*

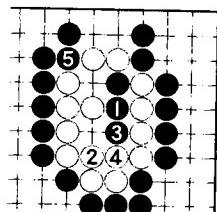
3: one point below 1

Black 1 sacrifices four stones.  
After 3, the eye on the edge is false.



*Wrong Answer*

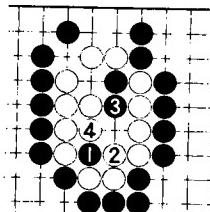
Black 1 fails. After 2, White is absolutely alive.



*Correct Answer*

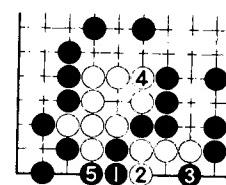
Black kills White with the moves to 5. If White 2 at 3, Black 3 at 2.

## PROBLEM 229



*Wrong Answer*

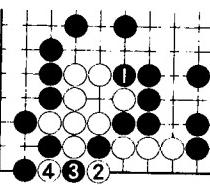
Black 1 fails. White lives with 2 and 4.



*Correct Answer*

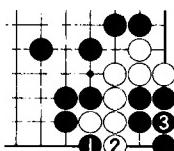
The moves to 5 kill White. White takes three stones, but Black retakes and White has only a false eye.

## PROBLEM 230



*Wrong Answer*

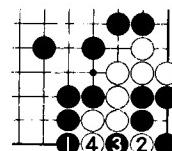
If Black plays 1, White can create a ko at the edge with 2 and 4.



*Correct Answer*

Black first plays 1, then connects at 3, creating a 5-point nakade.

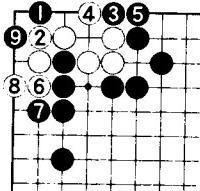
## PROBLEM 231



*Wrong Answer*

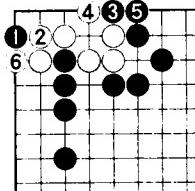
If Black 1, White gets a ko with 2 and 4.

### PROBLEM 232



*Correct Answer*

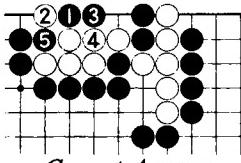
The moves to Black 9 create a bent-four-in-the-corner shape. White is dead.



*Wrong Answer*

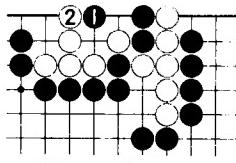
White can live with the moves to 6 if Black plays 1 as in this diagram.

### PROBLEM 233



*Correct Answer*

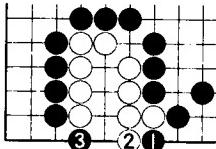
Attaching with Black 1 is the vital point. After Black 5, White can't get two eyes.



*Wrong Answer*

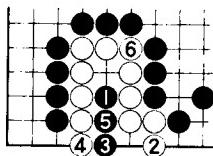
Black 1 fails. After White 2, there is no way Black can stop White from living.

### PROBLEM 234



*Correct Answer*

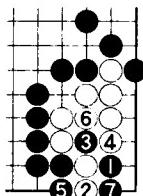
Black 1 and 3 kill White.



*Wrong Answer*

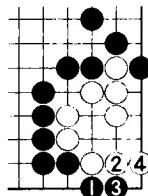
Black 1 enables White to live in seki with the moves to 6.

### PROBLEM 235



*Correct Answer*

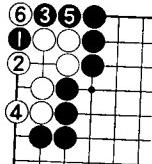
The clamp of Black 1 is the vital point. White is dead when Black plays 7.



*Wrong Answer*

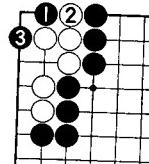
If Black plays 1, White can live with 2 and 4.

## PROBLEM 236



*Correct Answer*

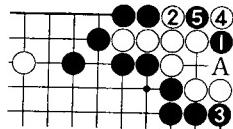
Black 1 is the vital point. Black gets a ko in the corner with the moves to 6.



*Reference Diagram*

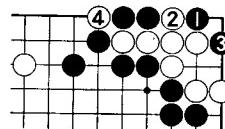
Black could also get a ko with 1 and 3 here, but in an actual game, the correct answer would be more advantageous.

## PROBLEM 237



*Correct Answer*

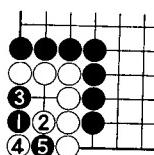
The 1-2 point is again the vital point. The ko begins with 5. Even if White plays 2 at A, it is still a ko.



*Wrong Answer*

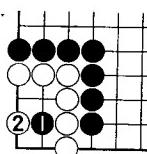
If Black plays 1, White is unconditionally alive after 2 and 4.

## PROBLEM 238



*Correct Answer*

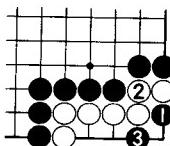
Black gets a ko with the moves to 5.



*Wrong Answer*

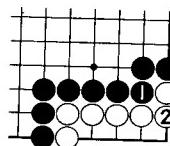
If Black 1, White is unconditionally alive when he plays 2.

## PROBLEM 239



*Correct Answer*

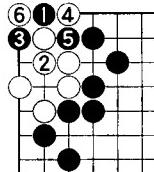
Black can get an approach-move ko by playing 1 and 3.



*Wrong Answer*

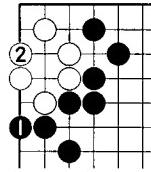
If Black exchanges 1 for 2, White is unconditionally alive.

### PROBLEM 240



*Correct Answer*

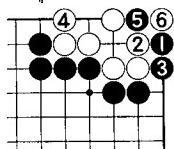
Black gets a ko in the corner by playing the moves to 5.



*Wrong Answer*

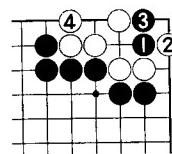
Black 1 is the standard tesuji, but because White's two stones on the 3rd line have liberties, it fails.

### PROBLEM 241



*Correct Answer*

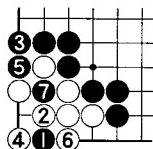
Black 1 is the vital point. Black gets a ko with the moves to 5.



*Wrong Answer*

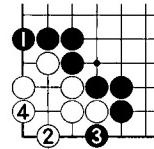
If Black plays 1, White gets two eyes with 2 and 4.

### PROBLEM 242



*Correct Answer*

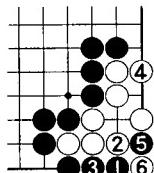
Black 1 is the vital point. Black gets a ko with the moves to 7. If Black took a stone with 5, it would still be a ko.



*Wrong Answer*

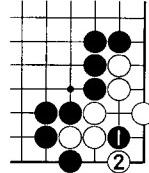
If Black 1, White plays 2 on the vital point and gets two eyes with 4.

### PROBLEM 243



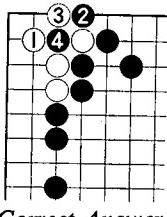
*Correct Answer*

Black gets a ko with the moves to 5.



*Wrong Answer*

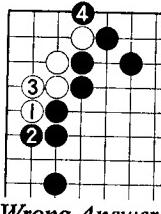
Black 1 fails. White is guaranteed two eyes when he plays 2.



### **Correct Answer**

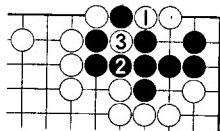
White turns the corner into a ko with 1 and 3.

### **PROBLEM 244**



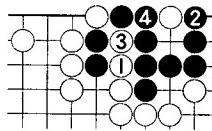
## *Wrong Answer*

If White plays 1 and 3, Black 4 kills White's stones unconditionally.



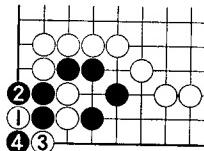
### **Correct Answer**

White 1 is a brilliant move. Black 2 is the strongest response, but White gets a ko with 3.



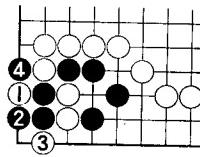
### *Wrong Answer*

White catches two stones with 1 and 3, but Black gets two eyes with 2 and 4.



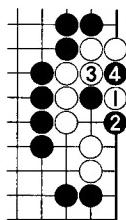
### **Correct Answer**

White 1 is a brilliant move. If Black 2, White 3 creates the ko.



## *Wrong Answer*

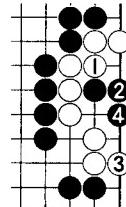
White 1 lets Black live unconditionally with 2 and 4.



### *Correct Answer*

White gets a ko with 1 and 3.

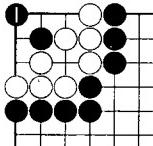
### **PROBLEM 247**



### *Wrong Answer*

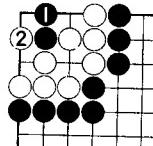
If White 1, Black creates a 5-point nakade with 2 and 4, killing White unconditionally.

## PROBLEM 248



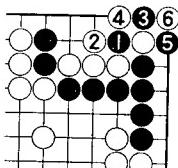
*Correct Answer*

Black 1 turns the corner into a ko. Either side may start the ko, but it's certain the life of the white stones will be decided by a ko.



*Wrong Answer*

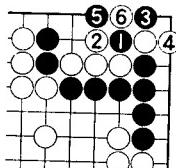
If Black 1, White 2 turns the corner into a seki.



*Correct Answer*

Black gets a two-step ko with the moves to 5. White 6 begins the ko.

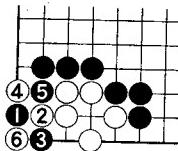
## PROBLEM 249



*Reference Diagram*

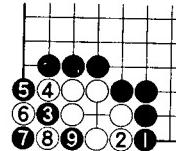
If White plays 4, the ko becomes an immediate ko when Black plays 5.

## PROBLEM 250



*Correct Answer 1*

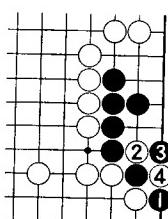
Black sets up the ko with the moves to 5. He could also reverse the order of 1 and 3 and get the same ko.



*Correct Answer 2*

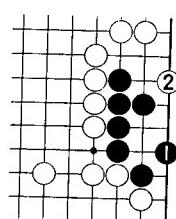
Black can also get a ko with 1, followed by the moves to 9.

## PROBLEM 251



*Correct Answer*

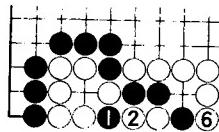
Black sets up the ko with 1 and 3.



*Wrong Answer*

If Black 1, White 2 kills Black unconditionally.

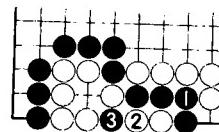
## PROBLEM 252



*Correct Answer*

3: at 1; 4: at 2; 5: right of 2;  
7: takes the ko

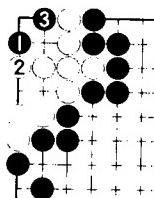
Black gets a ko with the moves to 7, which are all forced.



*Wrong Answer*

4: at 2

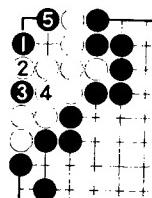
If Black plays 1, his stones are dead when White recaptures with 4.



*Correct Answer*

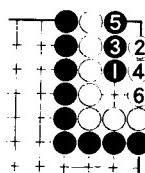
Simply creating a seki with 1 and 3 is the most profitable way to play.

## PROBLEM 253



*Wrong Answer*

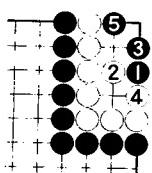
Sacrificing a stone with 3 is needless. This is a one-point loss for Black.



*Correct Answer*

If Black creates a seki with the moves to 5, he ends with sente, since White must play 6.

## PROBLEM 254

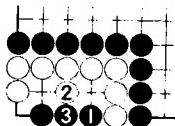
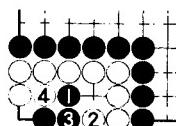


*Wrong Answer*

Creating a seki with the moves to 5 here ends in Black's gote.

If Black creates a seki with 1 and 3, he ends with sente after White 4.

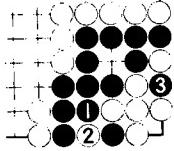
## PROBLEM 255



*Wrong Answer*

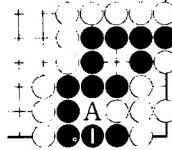
Creating a seki with 1 and 3 here ends in Black's gote.

## PROBLEM 256



*Correct Answer*

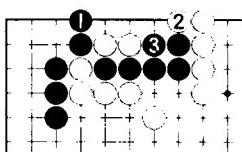
If Black 1, his stones are unconditionally alive in a double-ko seki.



*Wrong Answer*

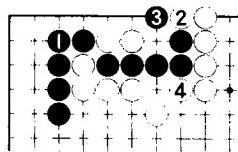
If Black connects at 1, White can turn this into a real ko with A.

## PROBLEM 257



*Correct Answer*

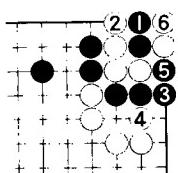
Black 1 and 3 are the moves that win this capturing race for Black.



*Wrong Answer*

Black 1 is far away from the scene of the battle. White wins the capturing race with 2 and 4.

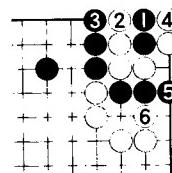
## PROBLEM 258



*Correct Answer*

7: at 1

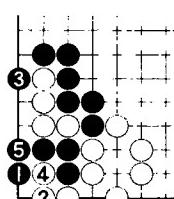
Sacrificing two stones with 1 and then playing the moves to 7 enables Black to win the race by one move.



*Wrong Answer*

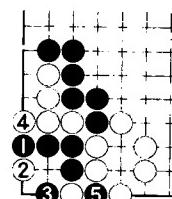
Atari from the other side with 3 here results in Black's losing the capturing race by one move.

## PROBLEM 259



*Correct Answer*

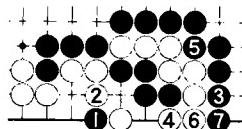
Black 1 is the vital point. Black wins the capturing race by one move.



*Wrong Answer*

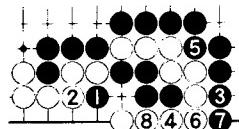
If Black 1, the corner becomes a ko with the moves to Black 5.

## PROBLEM 260



*Correct Answer*

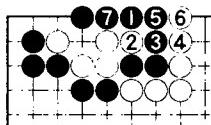
Black 1 is the only move. Black will capture eight white stones by playing the moves to 7.



*Wrong Answer*

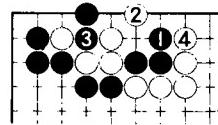
Black 1 misses the point. The five black stones will be captured after White plays 8.

## PROBLEM 261



*Correct Answer*

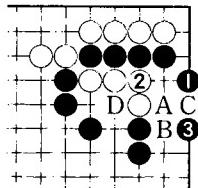
Jumping to Black 1 is the only move. White's five stones will be captured after Black plays 7.



*Wrong Answer*

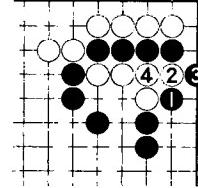
Black 1 allows White to take the vital point. Black's three stones on the right are now dead.

## PROBLEM 262



*Correct Answer*

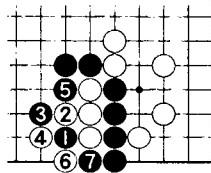
Black 1 and 3 catch the four white stones. If White 2 at A, Black B, White C, Black D.



*Wrong Answer*

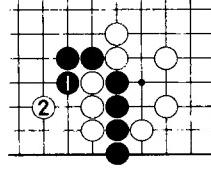
If Black 1, White will capture Black after playing 2 and 4.

## PROBLEM 263



*Correct Answer*

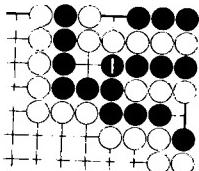
If Black 1, he will capture White's four stones after the moves to 7.



*Wrong Answer*

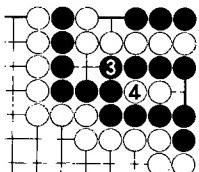
Black 1 allows White to escape with the jump of 2.

## PROBLEM 264



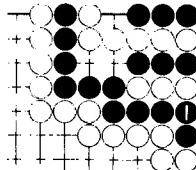
*Correct Answer*

If Black 1, the position is a seki. This seki, known as *hane-seki*, is one of the classic strange positions.



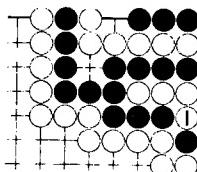
*Continuation*

A capturing race ensues with 3 and 4. Black loses this race because his nakade is smaller than White's.



*Wrong Answer*

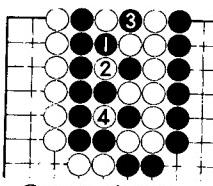
If Black captures with 1, White will play 2 in the middle of the 3-point nakade and —



*Reference Diagram*

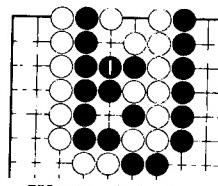
After Black 1 in the correct answer, if White plays 1, Black recaptures and the six white stones die.

## PROBLEM 265



*Correct Answer*

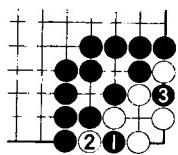
If Black plays 1, the position becomes a triple ko.



*Wrong Answer*

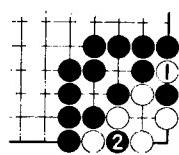
Black dies unconditionally if he plays 1. This is an example of 'one eye beats no eye'.

## PROBLEM 266



*Correct Answer*

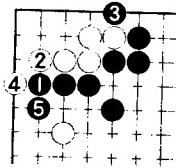
Black throws in a stone with 1. If White 2, Black 3 —



*Wrong Answer*

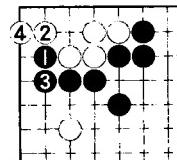
After White makes a ko threat, he can play 1, but then Black plays 2. When White runs out of ko threats, Black connects a ko and wins.

### PROBLEM 267



*Correct Answer*

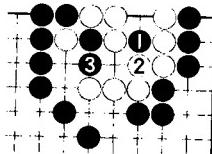
Black first plays 1, then destroys White's eye shape with 3. If White 4, Black 5 is the key move.



*Wrong Answer*

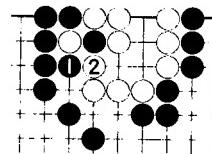
If Black 1 and 3, White lives with 2 and 4.

### PROBLEM 268



*Correct Answer*

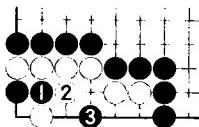
Black strikes at the vital point of 1, then kills White with 3.



*Wrong Answer*

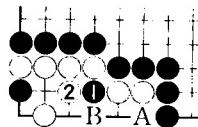
If Black plays 1, White gets eye shape with 2.

### PROBLEM 269



*Correct Answer*

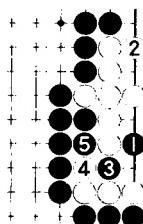
Black plays 1 followed by 3. White has no counter because he is short of liberties.



*Wrong Answer*

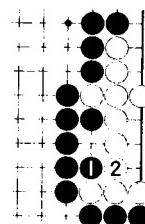
If Black 1, White is alive when he plays 2. If Black 1 at A, White lives by playing B.

### PROBLEM 270



*Correct Answer*

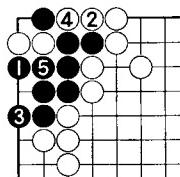
Black 1 and 3 are the key moves. Black 5 now catches the four white stones below in a snapback.



*Wrong Answer*

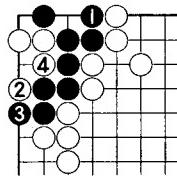
Exchanging Black 1 for 2 is meaningless. White now easily gets two eyes no matter what Black does.

### PROBLEM 271



*Correct Answer*

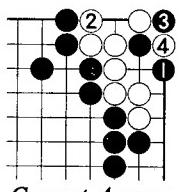
Black secures two eyes with the moves to 5.



*Wrong Answer*

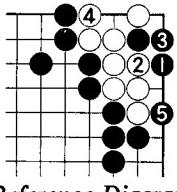
If Black 1, White turns the corner into a ko with 2 and 4.

### PROBLEM 272



*Correct Answer*

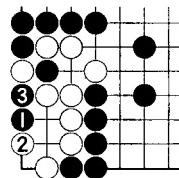
If Black plays 1 and 3, White can live only by winning the ko starting with 4.



*Reference Diagram*

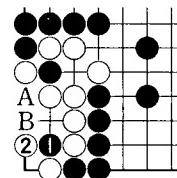
If White tries to stop the ko with 2 and 4, he is defenseless after 5 because he is short of liberties.

### PROBLEM 273



*Correct Answer*

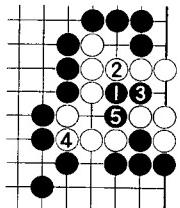
Black 1 is the vital point. If White 2, Black 3 kills White.



*Wrong Answer*

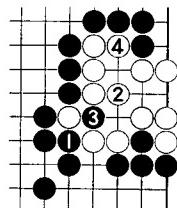
If Black 1, White 2 turns the corner into a ko. If Black 1 at A, White B and the corner is again a ko.

### PROBLEM 274



*Correct Answer*

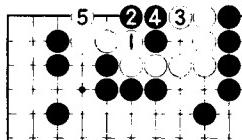
Black destroys White's eye shape with the moves to 5. White is dead.



*Wrong Answer*

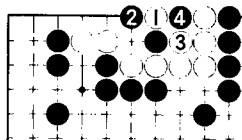
If Black 1, White gets two eyes with 2 and 4.

## PROBLEM 275



*Correct Answer*

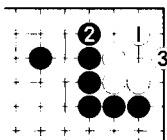
White can live by turning the position into a seki with the moves to 5. If Black 2 at 4, White 3 at 5.



*Wrong Answer*

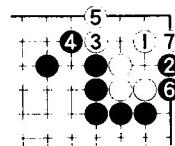
If White 1, Black can turn the position into a ko with 2 and 4. This is a failure for White.

## PROBLEM 276



*Correct Answer 1*

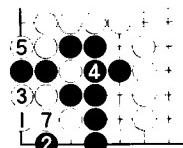
White 1 threatens to make eyes in two directions. If Black 2, 3 gives White two eyes.



*Correct Answer 2*

Black 2 destroys White's eye on the right, but White gets two eyes with the moves to 7.

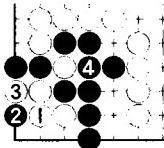
## PROBLEM 277



*Correct Answer*

6: connects

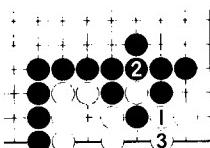
By playing the moves to 7, White kills Black by creating a 5-point nakade.



*Wrong Answer*

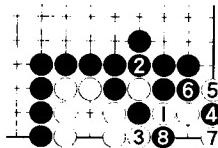
The shape created by Black 1 and 3 cannot prevent Black from getting two eyes. Black is alive.

## PROBLEM 278



*Correct Answer*

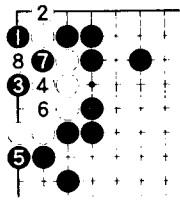
Black gets a second eye in the corner by playing 1 and 3.



*Wrong Answer*

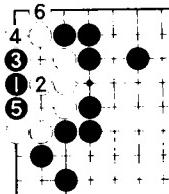
If White captures with 3, Black can turn this position into a ko with the moves to 8.

### PROBLEM 279



*Correct Answer*

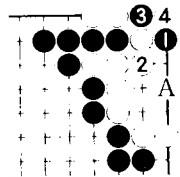
Black sets up a ko in the corner with the moves from 1 to 7.



*Wrong Answer*

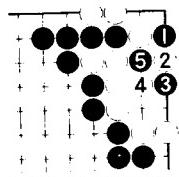
If Black plays the moves to 5, all of White's stones are alive after 6.

### PROBLEM 280



*Correct Answer 1*

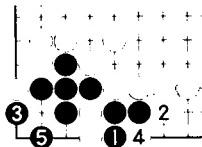
Black sets up a ko with the moves to 3. If White 2 at 3, Black 3 at A.



*Correct Answer 2*

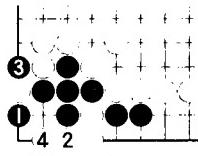
If White answers 1 with 2, Black can also set up a ko with 3 and 5.

### PROBLEM 281



*Correct Answer*

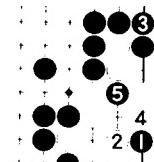
If Black 1, White ataris with 2. Instead of taking two stones, Black next plays 3 and 5, sacrificing three stones but making two eyes.



*Wrong Answer*

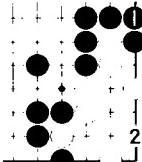
If Black plays 1, White kills all the black stones with 2 and 4.

### PROBLEM 282



*Correct Answer*

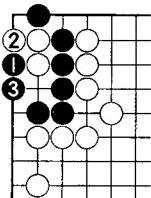
Black 1 is the vital point. After 3 and 5, White's stones are dead.



*Wrong Answer*

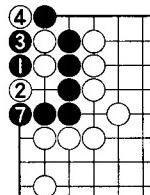
If Black connects at 1 first, White plays 2 on the vital point and is alive.

### PROBLEM 283



*Correct Answer*

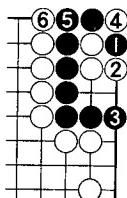
If Black plays 1 and 3, he is alive in seki.



*Reference Diagram*

5: retakes; 6: at 1

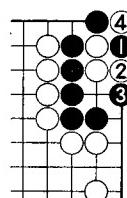
If White answers 1 with 2, Black captures all the white stones.



*Correct Answer*

Black gets a ko with the moves to 6. Compare this problem with the preceding one.

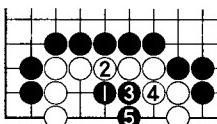
### PROBLEM 284



*Reference Diagram*

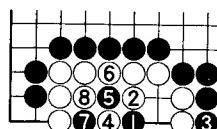
The correct answer results in a ten-thousand-year ko. If Black wants a real ko, he will attach with 3.

### PROBLEM 285



*Correct Answer*

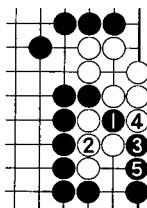
Black kills White by making a 5-point nakade with the moves to 5.



*Wrong Answer*

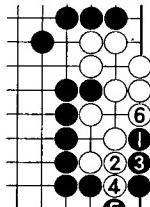
If Black 1, White lives by playing the moves to 8.

### PROBLEM 286



*Correct Answer*

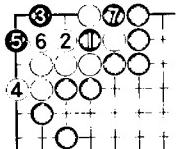
Black kills White with the moves to 5.



*Wrong Answer*

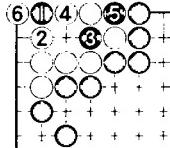
If Black first attaches at 1, White lives with the moves to 6.

## PROBLEM 287



*Correct Answer*

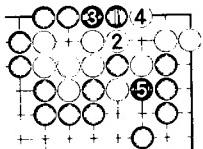
The moves to Black 5 create a bent-four-in-the-corner shape, so White is dead.



*Wrong Answer*

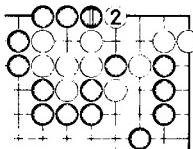
Reversing the order of 1 and 3 results in White's getting two eyes with the moves to 6

## PROBLEM 288



*Correct Answer*

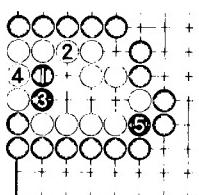
Black jumps in to 1 and destroys White's eye shape with the moves to 5.



*Wrong Answer*

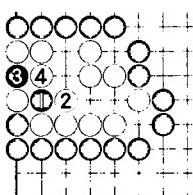
Black 1 enables White to live with 2. The sequence in the correct answer is the only way.

## PROBLEM 289



*Correct Answer*

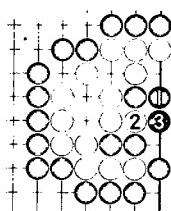
Black kills White with the moves to 5.



*Wrong Answer*

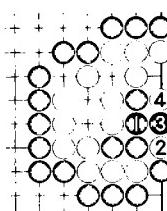
If Black ataris with 1, White lives with 2 and 4.

## PROBLEM 290



*Correct Answer*

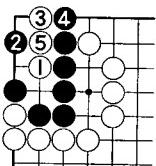
Black destroys White's eye shape with 1 and 3.



*Wrong Answer*

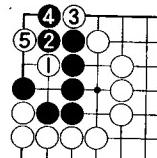
If Black connects at 1, White will get a ko with 2 and 4.

### PROBLEM 291



*Correct Answer 1*

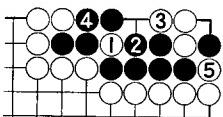
Black kills White with the moves to 5.



*Correct Answer 2*

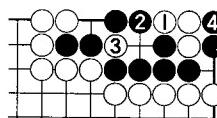
If Black answers White 1 with 2, White 3 and 5 will also kill the black stones.

### PROBLEM 292



*Correct Answer*

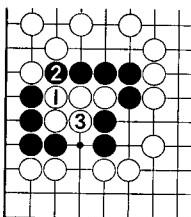
White 1 to 5 is the correct order of moves. Black is dead.



*Wrong Answer*

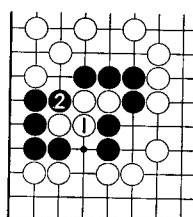
Reversing the order of 1 and 3 lets Black live with 2 and 4.

### PROBLEM 293



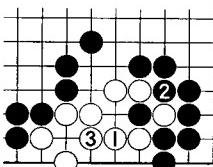
*Correct Answer*

White kills Black by creating a 5-point nakade with 1 and 3.



*Wrong Answer*

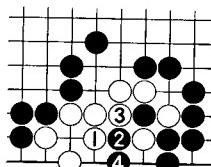
Again the order of moves is important. If White 1, Black gets a living shape when he plays 2.



*Correct Answer*

White 1 is the vital point for making two eyes. If Black 2 at 3, White 3 at 2. Either way White lives.

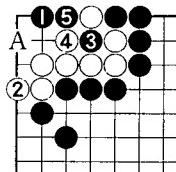
### PROBLEM 294



*Wrong Answer*

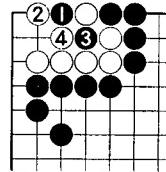
White 1 fails. Black 2 and 4 leave White's group with only one eye.

### PROBLEM 295



*Correct Answer*

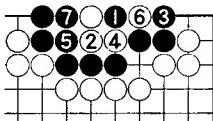
Black plays the moves to 5. After White A, the life of the white stones depends on winning the ko.



*Wrong Answer*

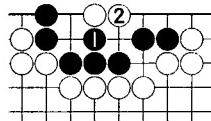
If Black plays 1 and 3, White lives unconditionally with 2 and 4.

### PROBLEM 296



*Correct Answer*

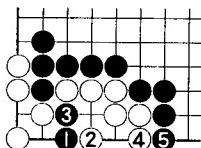
After the moves to 7, White can't create a 5-point nakade by filling at 1 because he is short of liberties.



*Wrong Answer*

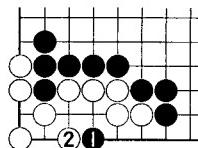
If Black plays 1, he is dead after White plays 2.

### PROBLEM 297



*Correct Answer*

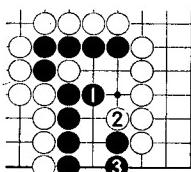
Black kills White with the moves to 5.



*Wrong Answer*

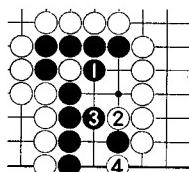
Black 1 misses the vital point. White is alive after he plays 2.

### PROBLEM 298



*Correct Answer*

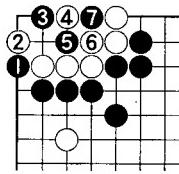
Black 1 and 3 are the only way for Black to live.



*Wrong Answer*

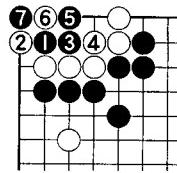
If Black captures with 1, White kills Black with 2 and 4.

## PROBLEM 299



*Correct Answer*

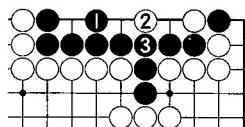
Black turns the corner into a ko with the moves to 7.



*Reference Diagram*

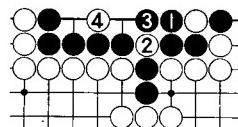
Black can also get a ko with the moves to 7. Black 1 at 5 also creates a ko.

## PROBLEM 300



*Correct Answer*

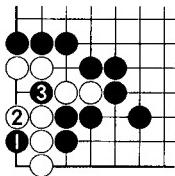
Black 1 is the vital point for making two eyes. If White 2, Black plays 3 and gets his second eye.



*Wrong Answer*

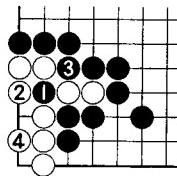
If Black captures with 1, Black is left with only one eye after White 4.

## PROBLEM 301



*Correct Answer*

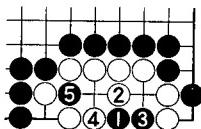
To kill White, Black must play 1 and 3 in this order.



*Wrong Answer*

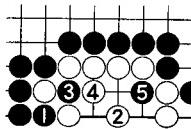
Throwing in with 1 first enables White to get two eyes with 2 and 4.

## PROBLEM 302



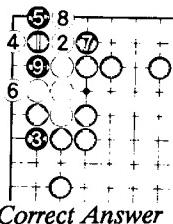
*Correct Answer*

Black first plays on the vital point with 1, then destroys White's eye shape with 1 and 3.



*Wrong Answer*

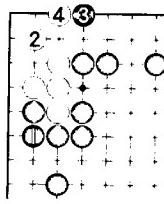
If Black 1, the best Black can do is to get a ko with the moves to 5.



*Correct Answer*

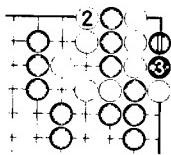
### PROBLEM 303

Black 1 is the vital point. After White 2, Black destroys White's eye shape with the moves to 9.



*Wrong Answer*

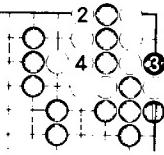
If Black connects at 1, White gets two eyes with 2 and 4.



*Correct Answer*

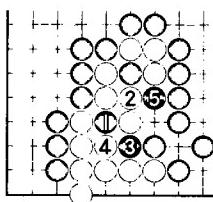
### PROBLEM 304

If Black plays 1 and 3, White will only be able to get one eye after he captures the three black stones.



*Wrong Answer*

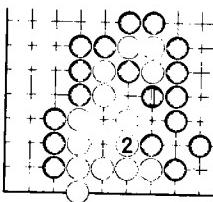
Black 1 and 3 are too slow. After Black captures with 4, he can easily get his second eye.



*Correct Answer*

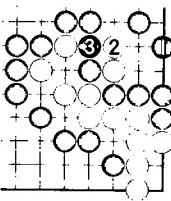
### PROBLEM 305

Black must sacrifice a stone with 1. After the moves to Black 5, White is left with only one eye.



*Wrong Answer*

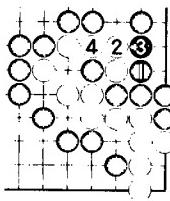
If Black captures three stones with 1, White can make his second eye with 2.



*Correct Answer*

### PROBLEM 306

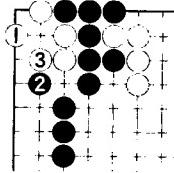
Black 1 is the only move that enables Black to rescue his four stones and kill all of White's.



*Wrong Answer*

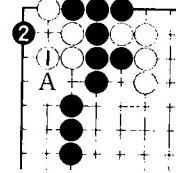
If Black 1, White 2 forces Black to defend at 3, so White gets his second eye with 4.

## PROBLEM 307



*Correct Answer*

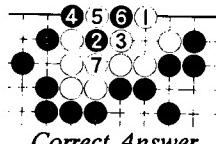
White 1 and 3 give White two eyes.



*Wrong Answer*

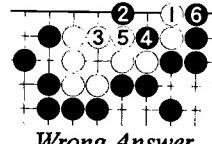
If White 1, Black destroys White's eye shape with 2. If White 1 at A, Black 2 also kills White.

## PROBLEM 308



*Correct Answer*

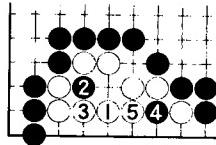
White makes an open connection with 1. If Black 2, White gets two eyes with 3 and 5.



*Wrong Answer*

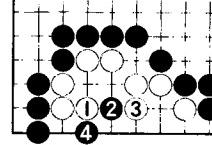
Descending to 1 lets Black capture two stones with the moves to 6, leaving White with only one eye.

## PROBLEM 309



*Correct Answer*

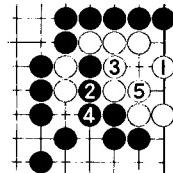
White 1 is the vital point. After Black 2 and 4, White gets two eyes for his group with 5.



*Wrong Answer*

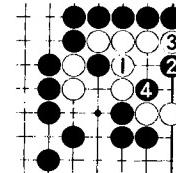
White 1 is bad shape. Black strikes at the vital point with 2 and kills White with 4.

## PROBLEM 310



*Correct Answer*

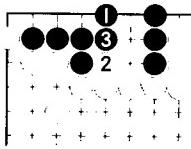
White gets his two eyes by playing the moves to 5.



*Wrong Answer*

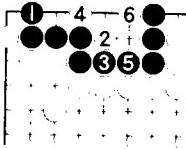
If White 1, Black destroys White's other eye on the right with 2 and 4.

### PROBLEM 311



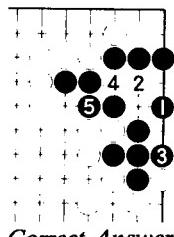
*Correct Answer*

Again a move on the first line is the key. Black has two eyes when he plays at 3.



*Wrong Answer*

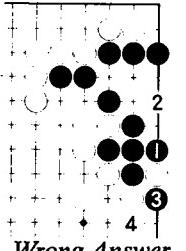
If Black plays 1, the moves to White 6 create a 5-point nakade inside Black's group.



*Correct Answer*

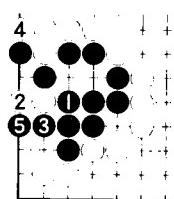
Black makes two eyes for his group by playing the moves to 5.

### PROBLEM 312



*Wrong Answer*

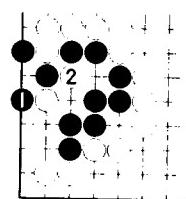
If Black 1, White strikes at the vital point with 2 and kills Black.



*Correct Answer*

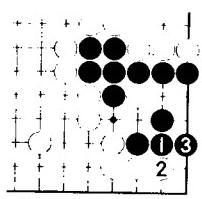
Black plays 1. If White 2, Black 3 and 5 capture two stones.

### PROBLEM 313



*Wrong Answer*

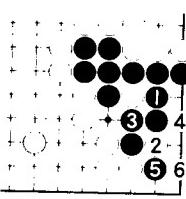
If Black 1, White 2 kills the black stones. The correct answer is the only way for Black to live.



*Correct Answer*

Black can get eye shape and live unconditionally with 1 and 3.

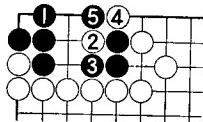
### PROBLEM 314



*Wrong Answer*

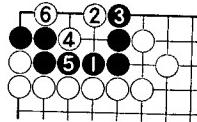
If Black captures a stone with 1 and 3, White gets a ko with 4 and 6.

## PROBLEM 315



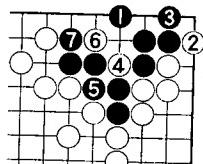
*Correct Answer*

Black gets two eyes with the moves to 5.



*Wrong Answer*

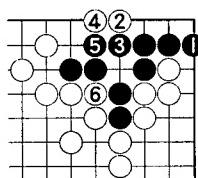
Black 1 lets White kill Black by creating a 5-point nakade with the moves to 6.



*Correct Answer*

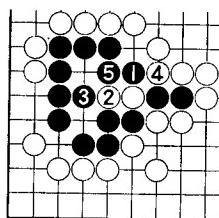
Black 1 is the vital point. White tries to kill Black with the moves to 6, but Black is alive when he plays 7.

## PROBLEM 316



*Wrong Answer*

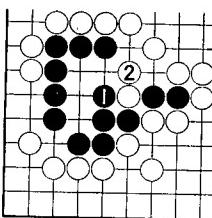
If Black 1, White kills Black with the moves to 6.



*Correct Answer*

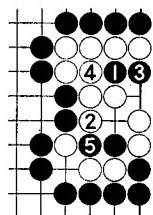
Black sacrifices two stones with 1 and 3, but gets his eyes with 5.

## PROBLEM 317



*Wrong Answer*

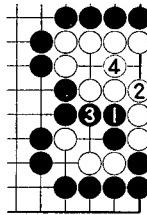
Black has only one eye if he ataris with 1.



*Correct Answer*

Black kills White by sacrificing two stones with the moves to 5.

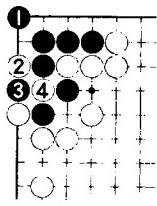
## PROBLEM 318



*Wrong Answer*

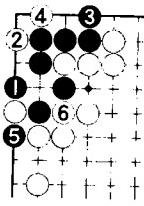
Black captures two white stones with 1 and 3, but the main body of White's group lives with 2 and 4.

### PROBLEM 319



*Correct Answer*

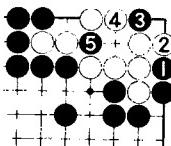
Black 1 is the vital point. Black can live if he wins the ko. White starts with 4.



*Wrong Answer*

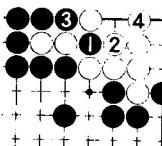
If Black 1, White kills Black by making a bent-four-in-the-corner.

### PROBLEM 320



*Correct Answer*

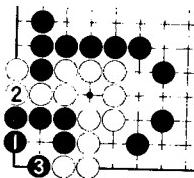
The moves to Black 5 are the only way to kill White.



*Wrong Answer*

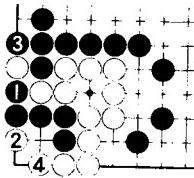
If Black plays 1 and 3, White lives with 2 and 4.

### PROBLEM 321



*Correct Answer*

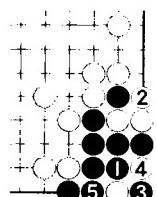
Black makes two eyes in the corner with 1 and 3 and kills White. If White 2 at 3, Black 3 at 2.



*Wrong Answer*

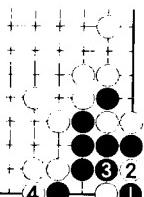
Black can rescue his four stones with 1 and 3, but White gets a second eye for his stones with 2 and 4.

### PROBLEM 322



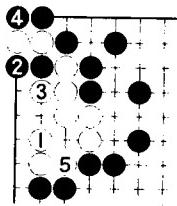
*Correct Answer*

Black makes two eyes and lives by playing the moves to 5.



*Wrong Answer*

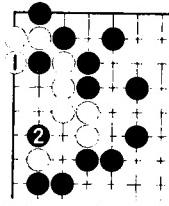
If Black 1, the best Black can get is a ko after White 4.



*Correct Answer*

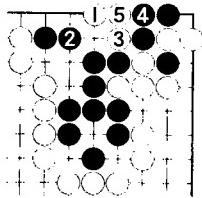
White 1 is the vital point for making two eyes. Black captures two stones, but White lives with 3 and 5.

### PROBLEM 323



*Wrong Answer*

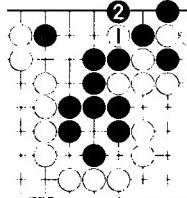
Capturing a black stone with 1 fails. Black strikes at the vital point with 2, and White can't get two eyes.



*Correct Answer*

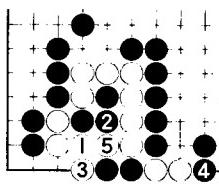
White can kill Black with the moves to 5.

### PROBLEM 324



*Wrong Answer*

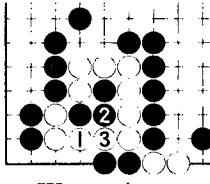
If White ataris with 1, Black can get a ko with 2.



*Correct Answer*

White 1 and 3 enable White's stones to live. Black captures three stones and two stones with one move.

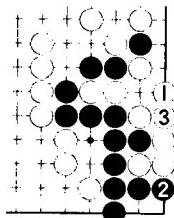
### PROBLEM 325



*Wrong Answer*

4: at 2

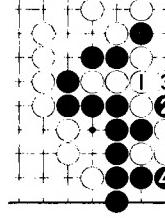
White 3 fails. Black 4 leaves White with only one eye.



*Correct Answer*

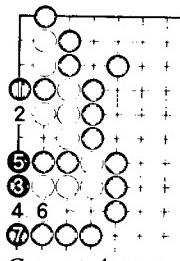
White 1 is the only way to kill Black. If Black captures two stones with 4, White retakes one stone.

### PROBLEM 326



*Wrong Answer*

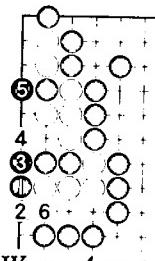
If White connects with 1, Black lives by capturing three stones with 2 and 4.



### PROBLEM 327

*Correct Answer*

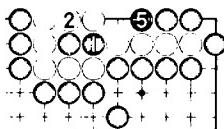
If Black descends to 1, he can capture White's stones with the moves to 7.



*Wrong Answer*

The order of moves is important. If Black plays 1 and 3 before 5, White lives when he plays 6.

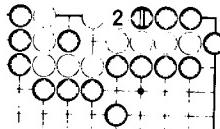
### PROBLEM 328



*Correct Answer*

3: at 1; 4: captures a stone

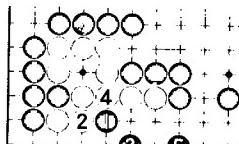
Black sacrifices two stones with 1, then another with 3. 5 kills White.



*Wrong Answer*

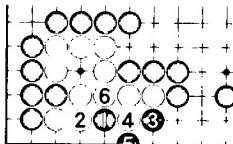
White lives if Black plays 1. The sacrifices in the correct answer keep White short of liberties.

### PROBLEM 329



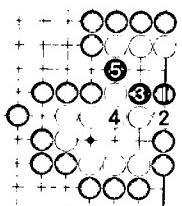
*Correct Answer*

Black 1 strikes at the vital point. White is dead when Black plays 5.



*Wrong Answer*

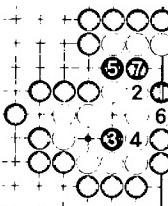
Black 1 is a good move, but 3 misses the point. White lives with 6.



*Correct Answer 1*

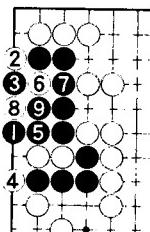
Black 1 and 3 are correct. If White 4, Black 5 kills White.

### PROBLEM 330



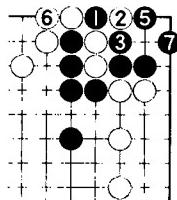
*Correct Answer 2*

If White plays 2 in answer to 1, the moves to Black 7 kill White.



*Correct Answer*

Black 1 catches two white stones. If White tries to prevent Black from getting a second eye, Black will capture two stones after he plays 9.

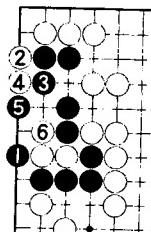


*Correct Answer*

4: connects at 1

If Black sacrifices a stone with 1, he gets two eyes with the moves to 7.

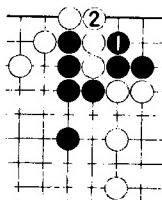
### PROBLEM 331



*Wrong Answer*

If Black plays 1, the moves to White 6 leave Black with only one eye.

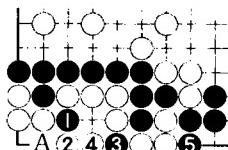
### PROBLEM 332



*Wrong Answer*

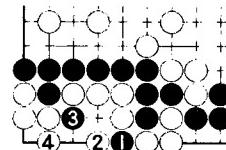
If Black simply plays 1, he has no follow-up moves to live after White 2.

### PROBLEM 333



*Correct Answer*

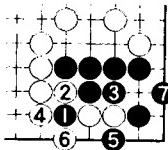
After 1 and 3, White must give up the three stones in atari. If he connects, A kills all of White's stones.



*Wrong Answer*

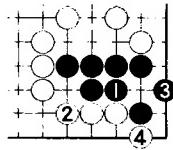
The order of moves is important. Playing 1 first allows White to live with all of his stones.

### PROBLEM 334



*Correct Answer*

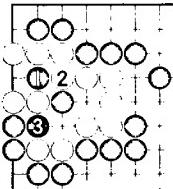
Black can make two eyes by playing 1 and the moves to 7.



*Wrong Answer*

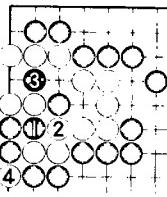
Simply playing 1 and 3 fails to get two eyes. White 4 kills Black.

### PROBLEM 335



*Correct Answer*

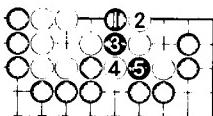
Black 1 is the vital point. If White 2, Black 3 kills White.



*Wrong Answer*

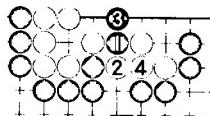
Black cannot reverse the order of moves with 1 and 3. If he does, White lives when he captures with 4.

### PROBLEM 336



*Correct Answer*

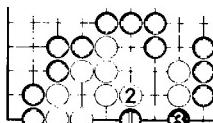
Black kills White with the moves to 5. If White 2 at 3, Black 3 at 2.



*Wrong Answer*

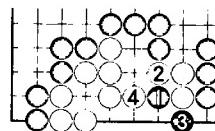
If Black plays 1, White will live with 2 and 4.

### PROBLEM 337



*Correct Answer*

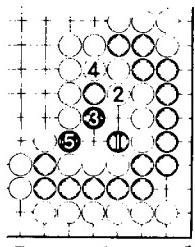
Black 1 is the vital point. If White 2, Black 3 kills White.



*Wrong Answer*

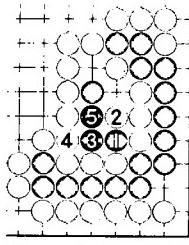
If Black 1 and 3, White gets two eyes with 2 and 4.

### PROBLEM 338



*Correct Answer 1*

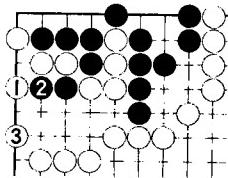
Black captures three stones with the moves to 5. Now Black's stones are alive.



*Correct Answer 2*

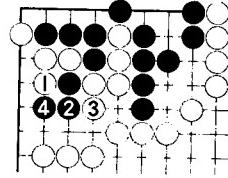
If White answers Black 1 with 2, Black will capture four white stones with the moves to 5.

### PROBLEM 339



*Correct Answer*

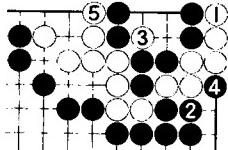
White plays 1. If Black 2, White plays 3, sacrificing two stones. Black is dead.



*Wrong Answer*

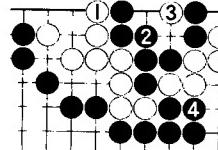
If White 1, Black catches four white stones with the moves to 4.

### PROBLEM 340



*Correct Answer*

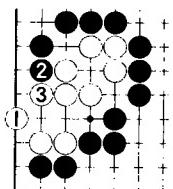
White 1 is a brilliancy. After Black 2, White plays 3 and 5, capturing two stones and getting two eyes.



*Wrong Answer*

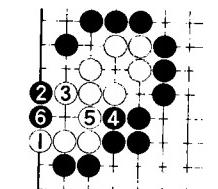
If White 1, Black kills all the black stones with 2 and 4.

### PROBLEM 341



*Correct Answer*

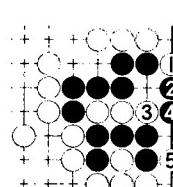
White 1 is the vital point for making a second eye.



*Wrong Answer*

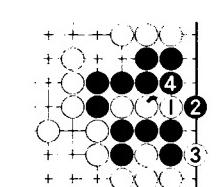
If White 1, Black kills White with the moves to 6.

### PROBLEM 342



*Correct Answer*

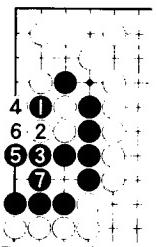
White first plays 1, then increases the sacrifice to three stones with 3. After White 5, Black is dead.



*Wrong Answer*

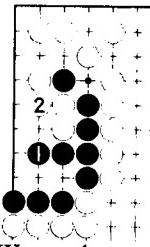
Playing 1 first results in Black's getting two eyes with 2 and 4.

### PROBLEM 343



*Correct Answer*

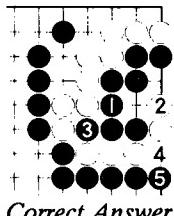
Black sacrifices a stone with 1 and lives with the moves to 7.



*Wrong Answer*

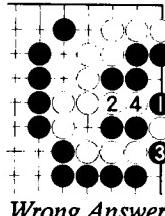
Black 1 is too slow. After 2, there is no way that Black can get two eyes.

### PROBLEM 344



*Correct Answer*

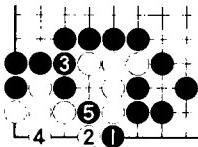
The moves to Black 5 kill all the white stones.



*Wrong Answer*

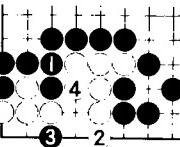
If Black 1, White can live by capturing four black stones with 2 and 4.

### PROBLEM 345



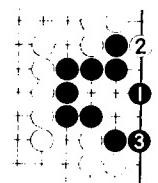
*Correct Answer*

If Black plays 1 and 3, he can capture five stones in a snapback with 5, killing all the white stones.



*Wrong Answer*

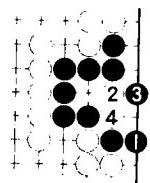
If Black 1 and 3, White can live with 2 and 4.



*Correct Answer*

Black can get two eyes by playing 1 and 3. If White 2 at 3, Black 3 at 2, and Black again has two eyes.

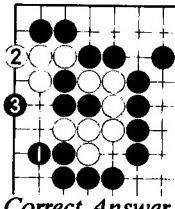
### PROBLEM 346



*Wrong Answer*

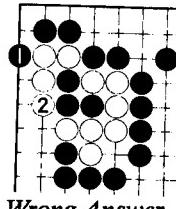
If Black reverses the order of moves as here, White destroys Black's eye shape with 2 and 4.

### PROBLEM 347



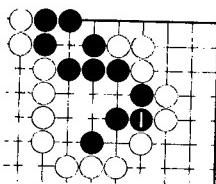
*Correct Answer*

White kills Black with 1 and 3.



*Wrong Answer*

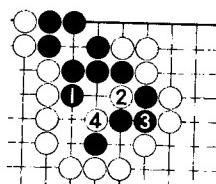
If Black 1, White is alive after he captures three stones with 2.



*Correct Answer*

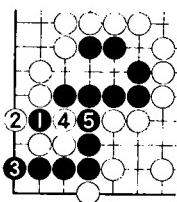
Black 1 is the vital point for Black's second eye.

### PROBLEM 348



*Wrong Answer*

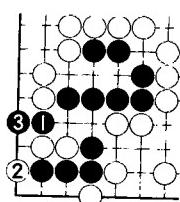
If Black 1, White throws in a stone with 2 and kills Black with 4.



*Correct Answer 1*

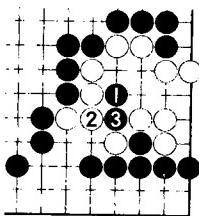
Black gets his second eye in the corner with the moves to 5.

### PROBLEM 349



*Correct Answer 2*

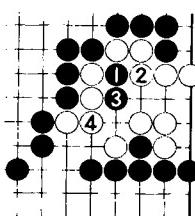
If White plays 2 in answer to 1, Black 3 will catch the three white stones in the corner.



*Correct Answer*

Black kills White with the moves to 3.

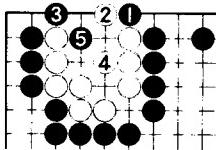
### PROBLEM 350



*Wrong Answer*

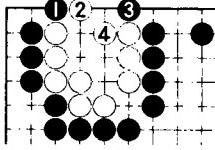
Black 1 and 3 fail. White lives with 4.

### PROBLEM 351



*Correct Answer*

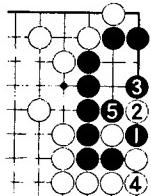
Playing from the right with 1 is correct. White is dead after Black 5.



*Wrong Answer*

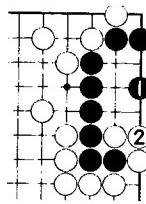
Black 1 here fails. White lives with 2 and 4.

### PROBLEM 352



*Correct Answer*

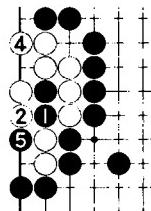
Black can make eye shape by sacrificing with 1 and playing 3 and 5.



*Wrong Answer*

If Black 1, he is dead after White 2. Black must sacrifice a stone to live.

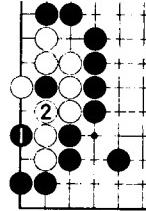
### PROBLEM 353



*Correct Answer*

3: at 1

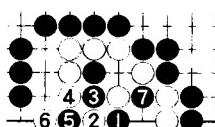
Black sacrifices two stones with 1, then another with 3. White is dead after Black plays 5.



*Wrong Answer*

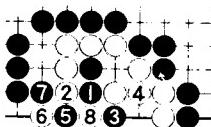
If Black 1, White plays 2 and gets two eyes.

### PROBLEM 354



*Correct Answer*

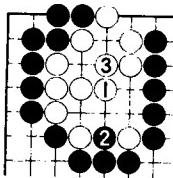
Black plays 1, followed by 3 and 5. After White 6, Black 7 captures two white stones.



*Wrong Answer*

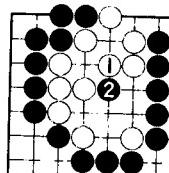
The order of moves is important. If Black plays 1 and 3, the position turns into a ko with White 8.

### PROBLEM 355



*Correct Answer*

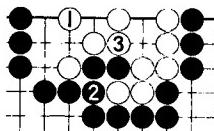
White 1 threatens to make eyes in two places. If Black 2 at 3, White 3 at 2, and White still has two eyes.



*Wrong Answer*

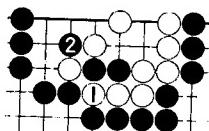
If White 1, Black plays 2 on the vital point and White is dead.

### PROBLEM 356



*Correct Answer*

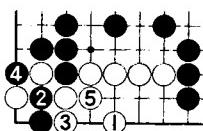
White lives with 1 and 3.



*Wrong Answer*

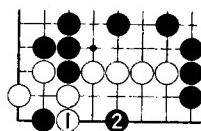
If White immediately cuts off the two black stones with 1, Black plays 2, so White is left with a false eye.

### PROBLEM 357



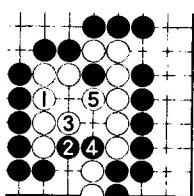
*Correct Answer*

White 1 is the vital point for making two eyes. White then lives with the moves to 5.



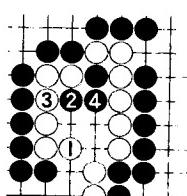
*Wrong Answer*

If White tries to save all his stones with 1, Black plays 2 and White has only one eye.



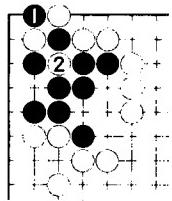
*Correct Answer*

White 1 is the vital point. If Black 2, White lives with 3 and 5.



*Wrong Answer*

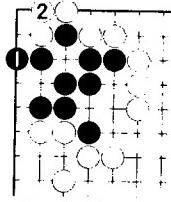
If White 1, Black kills White by making a 4-point nakade with 2 to 4.



*Correct Answer*

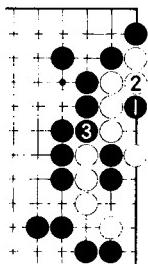
### PROBLEM 359

Throwing in a stone with 1 creates a ko, which is the only way Black can live.



*Wrong Answer*

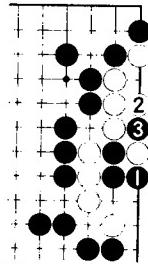
If Black 1, White connects at 2 and Black has only one eye. Black is unconditionally dead.



*Correct Answer*

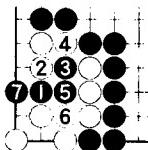
### PROBLEM 360

Black kills White with the moves 1 and 3.



*Wrong Answer*

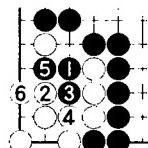
If Black 1, White 2 turns the position into a ko.



*Correct Answer*

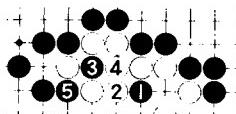
### PROBLEM 361

Black kills White by playing the moves to 7. White can't do anything because he is short of liberties.



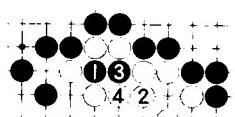
*Wrong Answer*

If Black 1, White can get two eyes with the moves to 6.



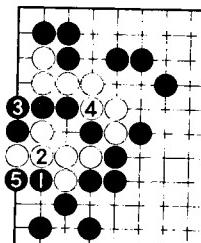
*Correct Answer*

Black kills White by playing 1 and 3. After Black 5, White can get only one eye.



*Wrong Answer*

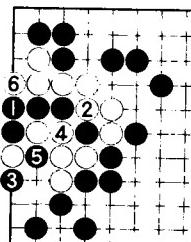
If Black 1, White gives up two stones and takes the vital point at 2. With 4, White gets his second eye.



*Correct Answer*

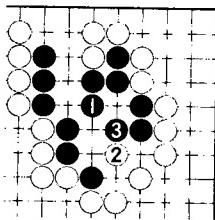
Black kills all the white stones with the moves to 6.

### PROBLEM 363



*Wrong Answer*

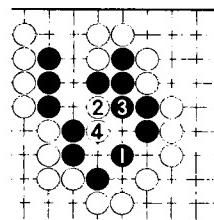
If Black 1, White can catch the black stones with the moves to 6.



*Correct Answer*

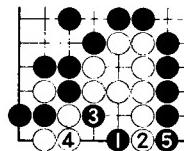
Black 1 is the vital point. If White 2, Black has two eyes after playing 3.

### PROBLEM 364



*Wrong Answer*

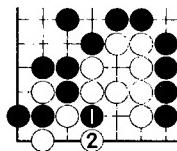
If Black 1, White plays 2 and 4, killing the black stones.



*Correct Answer*

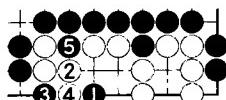
After the moves to Black 5, White can't counterattack because he is short of liberties.

### PROBLEM 365



*Wrong Answer*

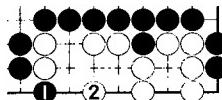
If Black plays 1 first, White can get a ko with 2.



*Correct Answer*

White creates a shortage of liberties with the moves to 5, killing all the white stones.

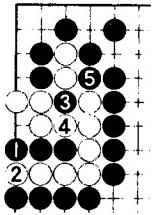
### PROBLEM 366



*Wrong Answer*

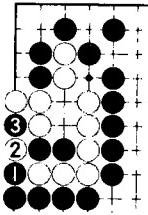
Black 1 lets White to get a second eye by playing 2. White is now alive.

### PROBLEM 367



*Correct Answer*

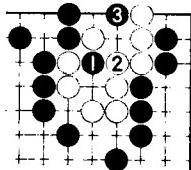
Black kills White with the moves to 5.



*Wrong Answer*

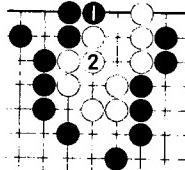
If Black 1, White throws in a stone with 2, and the position becomes a ko. Black has failed.

### PROBLEM 368



*Correct Answer*

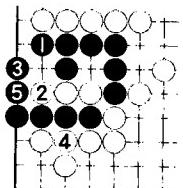
Black kills White with 1 and 3.



*Wrong Answer*

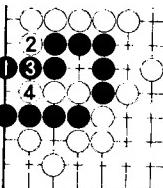
If Black 1, White gets two eyes by playing at 2.

### PROBLEM 369



*Correct Answer*

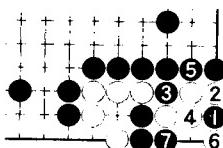
Black lives by creating a seki with the moves to 5.



*Wrong Answer*

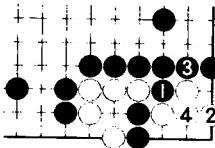
If Black 1, White kills Black with 2 and 4.

### PROBLEM 370



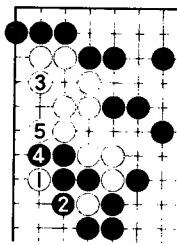
*Correct Answer*

If Black plays the moves to 7, White is dead. He has no way to move because he is short of liberties.



*Wrong Answer*

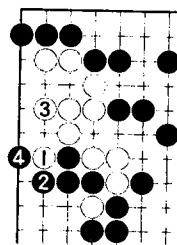
If Black 1, White is alive after he plays 2 and 4.



*Correct Answer*

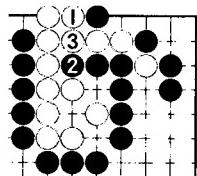
White 1 is the vital point. White gets two eyes with the moves to 5.

### PROBLEM 371



*Wrong Answer*

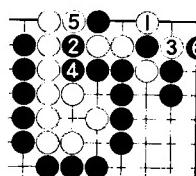
If White plays 1 and 3, Black turns the position into a ko with 4.



*Correct Answer*

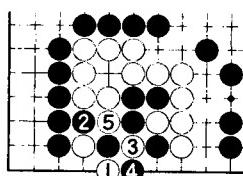
White gets two eyes with the moves to 3.

### PROBLEM 372



*Wrong Answer*

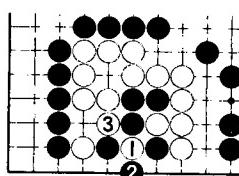
White 1 is not sente! White is left without any eyes after Black plays 6.



*Correct Answer*

White captures three black stones and gets two eyes with the moves to 5.

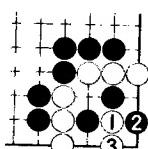
### PROBLEM 373



*Wrong Answer*

4: connects at 1

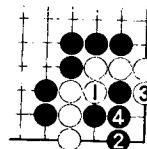
This order of moves is wrong. After Black 4, there is no way White can capture any black stones.



*Correct Answer*

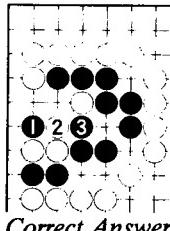
White can live by playing 1 and 3.

### PROBLEM 374



*Wrong Answer*

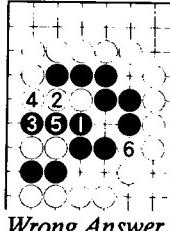
If White 1 and 3, Black kills White by creating a 5-point nakade with 2 and 4.



*Correct Answer*

Black 1 is a brilliant tesuji. If White 2, Black catches the white stone with 3.

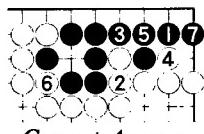
### PROBLEM 375



*Wrong Answer*

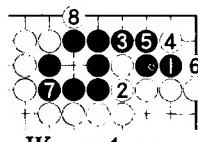
The order of moves is important. Black can capture two stones up to 5, but after 6 he has only one eye.

### PROBLEM 376



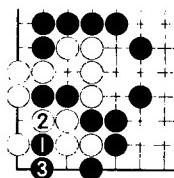
*Correct Answer*

Black 1 is the vital point. Black gets eyes with the moves to 7.



*Wrong Answer*

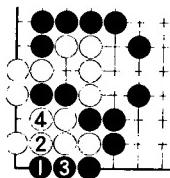
Black 1 fails. White kills Black with the moves to 8. Black 1 at 5 also fails after White plays 2.



*Correct Answer*

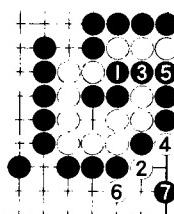
Black 1 is the vital point. White is dead after Black plays 3.

### PROBLEM 377



*Wrong Answer*

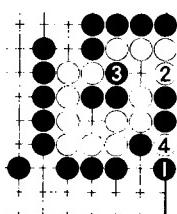
If Black plays 1, White gets two eyes with 2 and 4.



*Correct Answer*

Black lets White capture a stone with 2 and 4, but all the white stones are dead after Black plays 7.

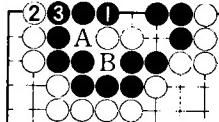
### PROBLEM 378



*Wrong Answer*

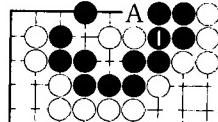
If Black defends with 1, White lives in seki with the moves to 4.

## PROBLEM 379



*Correct Answer*

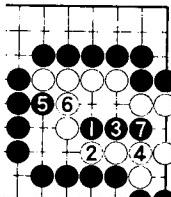
Black lives in seki with 1 and 3. If White A, Black B.



*Wrong Answer*

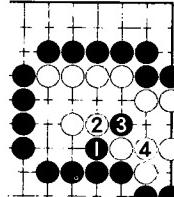
If Black plays either 1 or A, the position becomes a 5-point nakade.

## PROBLEM 380



*Correct Answer*

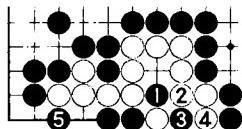
Black 1 is the vital point. After the moves to 7, White is dead.



*Wrong Answer*

If Black 1 and 3, White lives with 4. If Black 1 at 3, White plays 2.

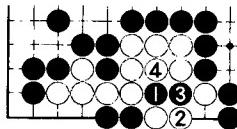
## PROBLEM 381



*Correct Answer*

6: takes ko

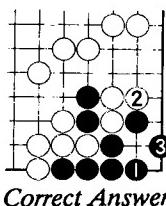
Black 1 and White 2 are the moves you have to find. White starts the ko with 6.



*Wrong Answer*

5: at 3

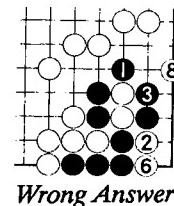
White 2 here is a mistake. Black kills White unconditionally with 3 and 5.



*Correct Answer*

Black gets two eyes with 1 and 3.

## PROBLEM 382

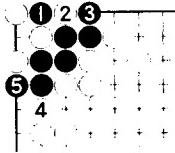


*Wrong Answer*

4: throws in; 5: takes; 7: connects

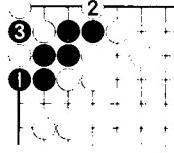
Black 1 here is unreasonable. White kills Black up to 8.

### PROBLEM 383



*Correct Answer*

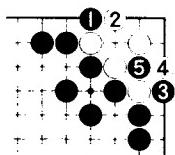
Black sacrifices a stone with 1 and lives by getting a double ko with the moves to 5.



*Wrong Answer*

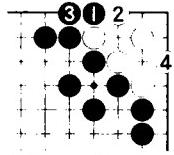
Black 1 is a mistake. White plays 2 and it becomes a simple ko that Black has to win to live.

### PROBLEM 384



*Correct Answer*

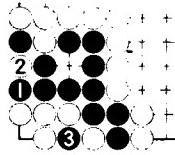
Black plays two hanes with 1 and 3. With the double ko beginning at 5, White dies.



*Wrong Answer*

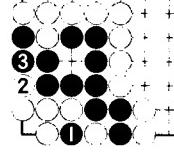
If Black answers 2 with 3, when White plays 4, it becomes a simple ko that Black must win to kill White.

### PROBLEM 385



*Correct Answer*

Black 1 turns this into a double ko. White's stones will now be captured by Black.

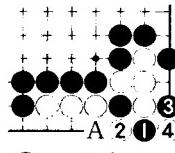


*Wrong Answer*

4: takes ko

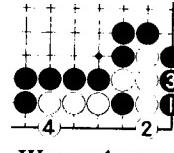
If Black 1, White exchanges 2 for 3 and goes back to take the ko with 4. White can live by winning this ko.

### PROBLEM 386



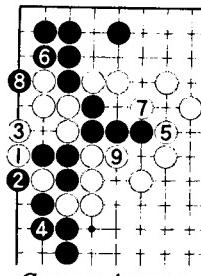
*Correct Answer*

Black can get an approach-move ko with 1 and 3. If White 2 at 3, Black A gives a ko.



*Wrong Answer*

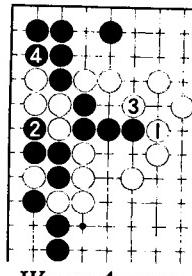
Black 1 and 3 let White live unconditionally with 2 and 4.



*Correct Answer*

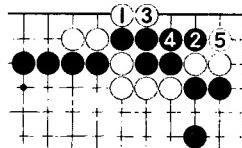
White 1 and 3 increase White's liberties by one. White wins the capturing race with the moves to 9.

### PROBLEM 387



*Wrong Answer*

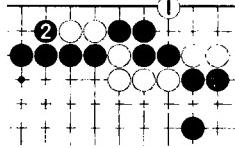
If White plays 1 and 3, he loses the capturing race by one move.



*Correct Answer*

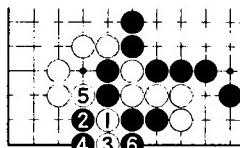
White 1 is the vital point. After the moves to 5, it is clear that the black stones will be captured.

### PROBLEM 388



*Wrong Answer*

White 1 is too slow. Black now wins the capturing race by one move.

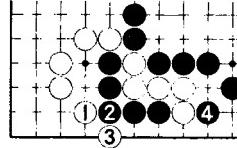


*Correct Answer*

7: at 1

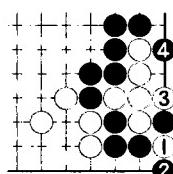
White wins the capturing race by playing the moves to 7.

### PROBLEM 389



*Wrong Answer*

White 1 and 3 fail. After Black 4, it is clear that Black wins the capturing race by one move.

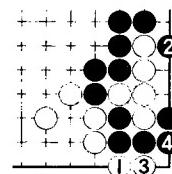


*Correct Answer*

5: takes ko at 1

White throws in a stone with 1 and starts a ko with 5.

### PROBLEM 390



*Wrong Answer*

If White plays 1 and 3, Black wins the capturing race by one move.

## GO ASSOCIATIONS

The following is a list of national go associations throughout the world.  
If you have trouble locating other go players in your community, your local go organization may be able to help you.

### ARGENTINA

Argentina Go Association  
c/o Mr. Guillermo E. Zucal  
Aroz 2730-60,  
1425 Capital Federal  
Tel. 71-3182

### AUSTRALIA

Australian Go Association,  
c/o Bill Leveritt,  
"Denmora",  
20 Cowlishaw Street,  
Bowen Hills, QLD, 4006

### AUSTRIA

Osterreichischer Go-Verband,  
c/o Dr. Alfred Kriegler,  
1030 Wien,  
Rechte Bahngasse 28/2,  
Tel. 7238335

### BRAZIL

Brazil Ki-in  
c/o Mr. Toshikatsu Takamori,  
Rua Maria Figueiredo,  
350 Sao Paulo,  
Tel. 289-4062

### CANADA

Canadian Go Association,  
c/o Mr. Tibor Bognar,  
8982 St. Hubert,  
Montreal, Quebec H2M 1Y6  
Tel. 387-1646

### CHINA

China Weiqi Association,  
Ti-yu-guan Lu 9,  
Peking, Tel. 753110

### CZECHOSLOVAKIA

Czechoslovak Go Association,  
c/o Dr. Dusan Prokop,  
Laubova 8,  
130-00 Praha 3, CSSR  
Tel. 276565

### DENMARK

Denmark Go Association,  
c/o Mr. Frank Hansen,  
Nordre Frihavnsgade 24,  
2100 Copenhagen,  
Tel. 01-269460

### FINLAND

Finland Go Association,  
c/o Mr. Keijo Alho,  
Kuusitie 8 A 14,  
00270 Helsinki 27,  
Tel. 90-483401

### FRANCE

Federation Francaise de Go,  
B.P. 9506,  
75262 Paris Cedex 06

### F. R. GERMANY

Deutscher Go Bund,  
c/o Mr. Martin Stiassny,  
Am Burgturm 2,  
D-4048 Grevenbroich I,  
Tel. 02181-42021

### HONG KONG

Hong Kong Go Club,  
458 Nathan Road,  
8th Floor, B Flat,  
Kowloon,  
Tel. 3-857728

### HUNGARY

Hungary Go Association,  
c/o Mr. Gacs Istvan,  
H-1085 Budapest,  
Salestrom 6

### ITALY

Italian Go Association,  
c/o Raffaele Rinaldi,  
Via La Marmora 18,  
Milano,  
Tel. 02-581523

**JAPAN**

Nihon Ki-in,  
7-2 Gobancho,  
Chiyoda-ku, Tokyo 102,  
Tel. 03-262-6161

**KOREA**

Korea Baduk Association,  
13-4, Kwanchul-Dong,  
Chongro-gu, Seoul,  
Tel. 723-0150

**MEXICO**

Mexican Go Association,  
c/o Mr. Carlos Torres,  
Watteau 15-2, Col. Nonoalco,  
Delegacion Benito Juarez 03720  
Tel. 563-2302

**NETHERLANDS**

Dutch Go Association,  
c/o Mr. J. H. van Frankenhuyzen,  
J. Verhulststraat 125,  
1071 NA Amsterdam  
Tel. 020-739232

**NEW ZEALAND**

National Seretary, N. Z. Go Society,  
c/o Mr. Peter Rochford,  
Victoria University, Private Bag,  
Wellington  
Tel. (Home) 727267

**NORWAY**

Norwegian Go Association,  
c/o Mr. Morten Skogen,  
Kzempeveien 13E,  
N-4600 Kristiansand Syd,  
Tel. 42-91373

**POLAND**

Warsaw Go Club,  
c/o Mr. Leszek Dziumowicz,  
Nowy Swiat 47/3a,  
P00-042 Warszawa

**RUMANIA**

c/o Mr. Gheorghe Paun,  
Institute of Mathematics Str.,  
Academiei 14,  
70109 Bucuresti  
Tel. (Home) 256754

**SINGAPORE**

Singapore Go Association,  
c/o Mr. Gin Hor Chan,  
Dept. of Mathematics,  
National University of Singapore  
Kent Ridge, Singapore 0511,  
Tel. 7756666, Ext. 2083

**SPAIN**

Spanish Go Association,  
c/o Mr. Ambrosio Wang An-Po,  
Vallehermoso 89,  
Madrid

**SWEDEN**

The Swedish Go Association,  
c/o Mr. Per-Inge Olsson,  
Safirgangen 24,  
S-13 549 Tyreso,  
Tel. 08-770-0927

**SWITZERLAND**

Swiss Go Federation,  
c/o Mr. Tamotsu Takase,  
20 Ch. des Grangettes,  
1224 Chene-bougerie, Geneve,  
Tel. 489541

**TAIWAN**

Chinese Taipei Wei-ch'i Association,  
c/o Mr. C. S. Shen,  
4th Fl., Kuang Fu Building,  
No. 35 Kuang Fu S. Rd.,  
Taipei, Taiwan R. O. C.  
Tel. 7614117

**UNITED KINGDOM**

British Go Association,  
c/o Mr. Norman R. Tobin,  
10 West Common Road,  
Uxbridge, Middlesex UB8 1NZ,  
Tel. 0895-30511

**USA**

American Go Association  
P. O. Box 397,  
Old Chelsea Station,  
New York, N. Y. 10011

**YUGOSLAVIA**

Go Savez Jugoslavije,  
c/o Mr. Peter Gaspari,  
Aleseva 3, 61210 Ljubljana –  
Sentvid. Tel. (061) 52-111

